

# CHAPTER TWO

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BONUS BIOS

## BOOK OF LIVING SPELLS



According to the celestial bard Songster, the Book of Living Spells was one of five magic tomes containing the wisdom of creation and entrusted by the gods to the five most powerful wizards in the universe: Eldor, Keclar, Noah, Ramlin, and Tauron.\* Eldor kept the Book of Living Spells on Eternia where its magic had been used by the old gods to breathe life into many elemental creatures, including the Rock People and Fire People of Subternia, the many-armed guardian Procrustus, and the nature god Moss Man, all of whom became defenders of Eternia. While the Living Spells could bring life, they could also take it away, and so evil forces coveted the book for its power. Eldor and his apprentice He-Ro protected the book, but after He-Ro's death Eldor and the book disappeared from history. The book's pages resurfaced in the era of King He-Man to help the Sorceress Teela restore the destroyed Castle Grayskull and purify the Reawakening in which many dead heroes and villains of Eternia returned to life.

*\*These five wizards all originated from different MOTU media: the vintage toyline (Eldor), the UK MOTU magazine comics (Keclar), the Filimation POP cartoon (Noah), the New Adventures of He-Man cartoon (Ramlin), and the Filimation MOTU cartoon (Tauron).*

## CRINGER

### Heroic "Secret Identity" of Battle Cat

Faithful friend to Prince Adam, Cringer loves nothing more than dinner followed by a nap or a romp through the forest with Orko. A descendant of the mysterious felines of the Green Tiger Tribe, Cringer possesses his ancestors' sentience and ability to speak, traits shared by his alter ego. Known for his meekness, Cringer is terrified of most things, shaking uncontrollably at the very notion of danger. Behind his cowardice lies a courageous heart, for though he loathes the transformation into Battle Cat, Cringer is Adam's truest ally.

Before He-Man left for Primus, he asked Cringer to "keep an eye on the family." For several years, Cringer and Orko helped watch over Adam's son Dare, until Teela summoned Cringer to Grayskull for a special mission. There, she manipulated Grayskull's energies, channeling them through Adam's old electronic Sword of Power. The weathered sword's final blast of transformative power succeeded in turning Cringer into Battle Cat once again. He and a band of heroes were then sent into Hyperspace where they battled and defeated the wizard Satma. Though only days passed in Hyperspace\*, several years elapsed on Eternia. When Battle Cat finally returned, he was reunited with He-Man, who was greatly overjoyed to see his dear friend again.



*\*The mission into Hyperspace helped explain why Cringer/Battle Cat and others were absent after He-Man returned from Primus.*

## DARK STAR FRAGMENT



Eons ago, the deadly Dark Star eclipsed the sun of Eternia and caused untold devastation. When the Dark Star's orbit brought it near again, Skeletor obtained a fragment of the celestial body and used it in an attempt to envelop the planet in darkness and enslave its populace. Skeletor's plot was foiled by He-Man and his allies, and the Dark Star Fragment was thought destroyed in the fracas. This was far from the truth, for the malevolent ghost Scareglow stole the fragment and hid it in the Cavern of the Defiled Ones. Finally striking during He-Man's time on Primus, Scareglow convened a supernatural cabal consisting of Darkdream, the green-skinned witch Sultra, the mummy Wrap Trap, and the Crimson Countess, an ancient vampire who once plagued Viktor. Led by Scareglow, this secret cabal amassed seven unholy artifacts, including the Dark Star Fragment, the Horn of Evil, and the Black Ruby in a bid to raise an army of the dead and claim Eternia for night's cursed creatures. The villains nearly plunged Eternia into eternal darkness, but they were thwarted in the nick of time by Strobo and the archaeologist Melaktha, whose knowledge of sacred texts saved the living from disaster.

For more information on **THE BOOK OF LIVING SPELLS**, see pages 332-333 • For more information on **CRINGER**, see pages 124-127 • For more information on **THE DARK STAR FRAGMENT**, see pages 234-235



## DUAL-BLADED SWORD OF KELDOR

To symbolize their alliance, the kings of Eternos and Zalesia\* commanded their metal masters to forge two swords that could be united as one. Each king wielded a half of the sword with the animal crests of their houses engraved upon the hilts. When Serpos later destroyed Zalesia near the end of the Great Wars, the Zalesian blade was thought lost for centuries. Unknown to all, a young Gar handmaiden named Saryn found the blade and used it to protect herself from hunters after she had been tricked into betraying King Grayskull. Hiding in the Isle of Tears where time did not pass, Saryn prayed for forgiveness for her mistakes until the scion of Eternos, a young Prince Miro, was shipwrecked on the island with her. Surviving together against pirates and wild dragosaurs, Saryn and Miro became lovers. While Saryn could not leave the Isle, she gave her half of the sword to their son Keldor when he left to grow up with his father in Eternos. Keldor later united the swords as his birthright.



*\*The idea of connecting Zalesia to half of Keldor's sword in MOTUC continuity was inspired by its ram's horn design, which was a frequent design trope of Zalesia, which was also the source of the horned Havoc staff and the Ram Stone.*

## ROYAL DEFENDER BUZZ-OFF

### Heroic Champion of Queen Andreeno



For years the benevolent Lord Buzz-Off\* ruled the Andreenid citizens during the maturation period of Queen Andreeno. However, when the queen's time of ascension came, she faced a challenger and had to choose a champion to fight on her behalf.\*\* She named Buzz-Off, who, as tradition demanded, consumed the royal Ambrosia to become a more powerful warrior against Waspus, the champion of Andreeno's wicked rival. Forced to only watch, He-Man and Stratos cheered for their friend as Buzz-Off and Waspus clashed in a brutal duel. As Buzz-Off unexpectedly weakened, He-Man and Stratos discovered that Waspus had poisoned Buzz-Off's Ambrosia. Using the power of Grayskull, He-Man saved Buzz-Off's life, and the transforming effects of the Ambrosia became permanent, making Buzz-Off an even more formidable warrior than before. Waspus lost the duel and was exiled for his treachery. Waspus and his bug-eyed offspring\*\*\* later became Evil Warriors of Skeletor, although Buzz-Off defeated Waspus for the final time in the Ultimate Battleground.

*\*This bio reconciled Buzz-Off being named the leader of the Andreenids in his MOTUC bio with the existence of Queen Andreeno, his queen and leader of the Andreenids in the MYP MOTU cartoon episode "Buzz Off's Pride." \*\*The practice of the queen of a hive having to do battle with a rival was based on the actual behavior of honey bees.*

*\*\*\*The phrase "bug-eyed offspring" was a discreet homage to the evil warrior Bug-Eye from the Son of He-Man series bible by Lou Scheimer.*

## SCREEECH

### Evil Barbaric Bird

Named for his piercing cry, the feral bird known as Screeech was a vicious and solitary creature. Native to the Dimension of Evil, Screeech appeared on Eternia shortly after Skeletor summoned a gelatinous monster from that forsaken realm. Although the monster was later banished, Screeech remained at Snake Mountain. The falcon-like bird was drawn to Skeletor and obeyed his commands, though it was tolerant of Evil-Lyn, who occasionally took on Screeech's form to spy on the other Evil Warriors.\* Much to Skeletor's amusement, Beast Man could scarcely control Screeech. His attempts to tame the demonic bird did not go well, though he managed to arm Screeech with an arsenal of missiles. During a battle, one of these missiles malfunctioned, seriously injuring the creature. Tri-Klops saved Screeech by outfitting him with cybernetic parts and a laser eye.\*\* It is said that the barbarian bird fiercely hated Tri-Klops from then on. Eventually, Blade took an interest in Screeech and tried to train him. Although he was initially unsuccessful, Blade finally gained Screeech's trust after the sword-master belted Tri-Klops across the jaw during a heated argument.



*\*Evil-Lyn taking on Screeech's form came from the 1980s MOTU Golden Book "The Sunbird Legacy" and from the 1983 "Masters of the Universe" Kid Stuff Record, where she was shown turning into Screeech. In MOTUC continuity, they were separate characters, and Evil-Lyn could simply imitate the bird's appearance. \*\*Screeech becoming a cyborg referred to his appearances in the Filmation MOTU cartoon, where he was depicted as a robotic bird.*

For more information on **THE DUAL-BLADED SWORD OF KELDOR**, see pages 66-67 • For more information on **ROYAL DEFENDER BUZZ-OFF**, see pages 94-95 • For more information on **SCREEECH**, see pages 54-55



## THE ELDRITCH BOOK OF SPELLS

### Ancient Tome of Magic



Long before Light Hope came to Etheria, the planet's creators, the First Ones, recorded their considerable knowledge in the great library of Birindale. However, when the First Ones left their mortal forms to become fire spirits, a few of them turned spiteful and destroyed the library so that none could inherit their power. Among the few books saved by the magician of Mystacor was the Eldritch book of Spells\* containing the First Ones' most dangerous enchantments. Fearing the book's evil power, Light Hope later hid it in the Forest of Fear where it remained for generations until Shadow Weaver used the science of the Evil Horde to locate it. Studying the book in her lair at Horror Hall, she learned to cast the Mist of Endless Sleep, against which only the bubble powers of She-Ra and Joya could defend. Later King Ahgo and his trolls of Spikeheart came to the rebels' aid to defeat the witch's magic and recapture the book. It was later stored once again in Mystacor, but protected by the magic of Castaspella and her teacher Norwyn.

*\*The Eldritch Book of Spells first appeared in "The Eldritch Mist," the 27<sup>th</sup> episode of the Filmation POP cartoon (1985).*

## BATTLE ARMOR SY-KLONE

### Heroic Tornado Warrior

While scouting Subternia for safe havens during the oppressive reign of King Skeletor, Sy-Klone discovered the ancient buried Gar Star Cruiser and recovered the advanced helmet and armor of his ancestors contained within. Gaining new knowledge and super-cyclonic powers, he was able to locate the hidden Kingdom of Gar Firian where the surviving Gar had sequestered themselves after the destruction of Anwat Gar eons earlier. While many Eternians remembered Gar Lord Adi, actually King Hssss in disguise, had betrayed King Grayskull, and the attacks by renegade Gar pirates and the menace of Shokoti, the influential Spirit of Hordak had clouded the memory of past Gar heroes who thwarted each of those villains. Together, Sy-Klone and He-Man defended Gar Firian from Skeletor's robots and convinced its leader King Malkor to use their unique combination of science and sorcery to aid the resistance. Upon the defeats of King Hssss and Hordak in the Second Ultimate Battleground, Sy-Klone became the Gar representative on the Council of Eternia and later trained a new generation of Gar heroes with his advanced abilities.



## VANISHING ORKO

### Heroic Trollan Wizard



Orko hoped to immobilize the Snake Men when he cast the Spell of Separation, but the incantation seemingly destroyed them all instead. Horrified, the innocent Trollan believed his "blunder" had killed countless sentient beings. As a result of these feelings, a guilt-ridden Orko turned himself invisible and retreated into the Evergreen Forest. Eventually, he came across a structure that vaguely resembled his own hat and, to his surprise, a voice invited him to enter. Within, he encountered an ancient Trollan spirit who called himself the Oracle. After a brief visit with Orko, the spirit pointed at an old book. Looking inside, Orko was shocked by an illustration of himself blasting an army of humanoid reptiles. When he turned the page, he saw a benevolent serpent goddess\* shining a light upon joyous Snake Men. Gradually, Orko realized that the Spell of Separation had not truly destroyed the Snake Men. Instead, it sent them into another dimension where many were purified. In the illustration, King Hssss and his chief Snake Men stood apart, lurking in the sinister shadow of another mysterious Snake Goddess with a mass of serpents upon her head.

*\*Although not mentioned by name, this is Asklepia, a benevolent snake goddess worshipped by the Snake Clan in Eternia's ancient past.*

For more information on **THE ELDRITCH BOOK OF SPELLS**, see pages 168-169 • For more information on **BATTLE ARMOR SY-KLONE**, see pages 110-111 • For more information on **VANISHING ORKO**, see pages 70-73



## GALACTIC PROTECTOR ROBOTO

Heroic Upgraded Mechanical Warrior

After the scientists of Primus upgraded his positronic brain, Roboto sought out the world of Robotica, supposed source of the technology Man-At-Arms had used to build him. On his journey, he met the Weaponstronic bounty hunter Artilla, who served the Great-Putor, a malevolent program intent on purging the universe of organic life. Roboto persuaded Artilla to turn on his master and defend life with the Galactic Protectors. Roboto later found Robotica abandoned, its mechanical inhabitants having settled on the worlds of Makkina, Voltur, and Xygon. Vengeful, the Great-Putor sent his space pirate minion Drundagar to conquer these worlds and reprogram their populations. While Xugar of Xygon allied with him, Princess Kirma of Voltur resisted. After the defeat of Horde Prime, Roboto enlisted He-Man, Artilla, and Robo-Woman to rescue Kirma and defeat Drundagar's robotic armada. Convinced of his superiority, the Great-Putor offered Roboto the chance to match their intellects against each other to save his organic allies, but Roboto's upgrades and heart defeated the tyrant in the end. Roboto later joined He-Man's quest for She-Ra.



## SWORD OF GAZ

Battle-Worn Blade of the North

Vulkar, blacksmith from the Village of Gaz, crafted his sword in the Forge of Grayskull to fight in the Great Wars. Despite many victories, he was killed by the Great Black Wizard, who took his Sword of Gaz as a prize. Later, Vulkar's wayward son Vikor, an axe-wielding mercenary from the north, vowed to reclaim his father's sword. Though he had no use for titles, many celebrated him as a hero. With Custar, Lord of the Rhinotaurs, he challenged the Ice Queen landir and fought the terrifying warrior Draego-Man. When at least he took back the sword from the Great Black Wizard, he was selected by the Goddess as the first guardian for the Sword of He. Vikor later used the Sword of Gaz to carve a branch given to him by Skytree into a stake with which to incapacitate the vampiric Crimson Countess, another ally of the Great Black Wizard. When Vikor fell helping He-Ra defeat the venomous Queen Tyrantula and her remnant of Arachna warriors, the granddaughter of Grayskull marked his grave with the Sword of Gaz.



## FANG

Loyal Pet of Kobra Khan

Trained by Kobra Khan to steal coins from passing merchants, Fang was a reptilian Pixel-Lizard native to the Hidden City of Jatoria, home of mysterious Snake Men descendants, the Reptons. Fang was devoted to the duplicitous Kobra Khan and bore witness as he manipulated and deceived the likes of King Pythos, He-Man, and Skeletor. Though he assisted Khan in sundry ways, Fang played a crucial role after Khan's greatest act of betrayal. Feeling spurned by Lady Slither after the resurrection of King Hssss, Khan watched as his carefully constructed scheme to rule the Snake Men fell apart. Seething, he hatched a plot to corrupt the magic of the Serpent's Ring and turn Hssss and Slither into humans. When Rattlor discovered Khan's plan, he informed his master and mistress, who took swift, brutal revenge. It was Fang that saved the Repton's life when he sought Khan's old comrade Webstor\* and led him to the gravely wounded warrior. Webstor brought Khan's broken body to Skeletor, who healed him despite his past treachery. Grateful, the master of snakes swore genuine fealty to Skeletor, though Khan lived to regret this decision.



\*Webstor and Kobra Khan were often paired in the Filmation MOTU cartoon and mini-comics.

For more information on **GALACTIC PROTECTOR ROBOTO**, see pages 82-83 • For more information on **THE SWORD OF GAZ**, see pages 96-97 • For more information on **FANG**, see pages 170-171



## GENERAL GRIZZLOR

### Ferocious General of the Evil Horde



After the demise of Hordak, a crazed Grizzlor terrorized Eternian villages until he was captured by Clamp Champ and sentenced to Prison Starr. While en route to the jail complex, the ship carrying Grizzlor was intercepted by the Mercy, a massive vessel of the Evil Horde commandeered by Inspector Darkney, who took it upon himself to “collect” members of the Etherian Evil Horde for Horde Prime. Darkney forced the pilots to surrender Grizzlor and brought him to Horde World along with his old comrades Mantenna, Mosquitor, and Leech. Hoping they would be punished for their failures, Darkney was dismayed when the famed Hordesmen were appointed as Horde Prime’s generals. Although Prime was just as cruel as Hordak, he treated his new generals with some small measure of respect, increasing their strength and altering them with Horde science. When Prime was destroyed by She-Ra, the Horde Empire collapsed and Horde World fell into chaos as evil factions formed alliances and warred against each other. Remembering the respect Prime showed him, Grizzlor made it his mission to protect Horde Prime’s adopted son Prince Zed, heir to the Horde Empire.

## GALACTIC PROTECTOR SNOOT SPOUT

### Heroic Master Firefighter

After the Second Ultimate Battleground, Snout Spout was one of the Heroic Warriors who volunteered to join He-Man and She-Ra in the Tri-Solar System to defend the planet Primus. Injured during a battle in which he and He-Man infiltrated the Mutant Mothership to disable its converted Magnabeam weapon, Snout Spout was taken to Onnor where he was partially rebuilt by the Priman scientists Gepple, Alcon, Krex, and Meldoc. Their upgrades gave him a more threatening appearance as well as a new cybernetic trunk that could shoot scalding steam or freezing ice blasts. They even modified his fusion generator so that it could pull hydrogen and oxygen from the atmosphere to generate an endless supply of water. Although their powers were very different, he often collaborated with the titanic guardian Tuskador and the Galactic Protector Battlebeard. The trio remained close over the years, and as a team they took part in the Third Ultimate Battleground. With He-Man, they later opposed the Cosmic Enforcers when their vendetta to maintain the cosmic balance threatened many peaceful worlds including Primus.



## UNMASKED ZODAK

### Heroic Former Student of Zodac



Kar-Tor was a privileged prince of Preternia when his brother Zeelahr befriended a young D’Vann Grayskull after the fair-haired warrior saved him from cannibal Beast Men. In keeping with their customs, Zeelahr named D’Vann an honorary brother. Resenting Zeelahr’s bond to D’Vann, Kar-Tor was easily tricked by the wizard Ka into betraying his people to the Snake Men, against whom they had resisted for centuries. Kar-Tor’s betrayal resulted in King Hssss devouring Zeelahr, whose training by the Cosmic Enforcer Zodac had made him a powerful threat to the Snake Men. Overcome with grief and guilt, Kar-Tor sought revenge until Zodac took pity on him and teleported him to his secret lair where he trained him as he had Zeelahr. Initially resistant, Kar-Tor eventually found peace and became a Mystic Enforcer, balancing the ways of the Cosmic Enforcers and his own mystic heritage. He took the name Zodak, leaving his old life behind, though he did incidentally avenge Zeelahr when he beheaded King Hssss thousands of years later to stop him from seizing the Power of Grayskull.

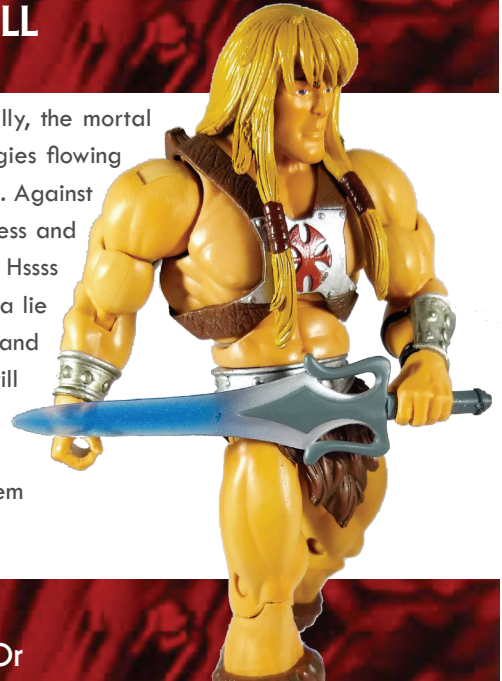
For more information on **GENERAL GRIZZLOR**, see pages 84-85 • For more information on **GALACTIC PROTECTOR SNOOT SPOUT**, see pages 144-145 • For more information on **UNMASKED ZODAK**, see pages 30-31



## THE SWORD OF GRAYSKULL

### Mighty Blade of King Grayskull

Just before his death, the wizard He-Ro gave his sparkling blue Sword of He to his ally, the mortal D'Vann Grayskull, King of the Free People of Eternia. Able to conduct the cosmic energies flowing from the core of the planet Eternia itself, the sword became as steel in Grayskull's hands. Against many foes, Grayskull wielded this mystical blade, yet the armies of darkness were restless and ever eager to obtain Grayskull's power. Following the Great Wars, a dethroned King Hssss assumed the skin of Grayskull's ally Lord Adi and tricked his people in Anwat Gar with a lie that the sword would tempt King Grayskull to become a tyrant worse than the Snake Men and the Evil Horde. Deceived, the Gar then betrayed and murdered Grayskull while he was still weak from expelling the Evil Horde into Despondos. Grayskull's widow Veena, with the help of Zodac, revealed Hssss' treachery, then split the blade in two, hiding the halves on each of Eternia's hemispheres and prophesying that Grayskull's true heir would unite them to defend Eternia.



## SSSSYLPH

### Evil Winged Bat Snake of Fang-Or

The Bat Snakes of Eternia began as a scourge upon the Free People after being created by King Hssss and the sorcerer Ka when they defeated the peaceful Snake Clan and stole the Serpent Ring from their holy Ophidian Spire. Breaking the sacred orb of the good snake goddess in favor of her evil sister Serpentia, the villains caused a wave of malevolent magic that spawned the winged reptiles and sent them raining down on the unsuspecting people of Preternia. During the subsequent three hundred year reign of the Snake Men, an injured Fang-Or found a Bat Snake nest and lived off its eggs until he had healed. He kept the last egg in fact, savoring that its life depended on his rare mercy. Upon its hatching, Fang-Or named the Bat Snakeling Ssssylyph\* and raised it as his loyal pet and vicious defender in battle, letting it snipe even at other Snake Men and their familiars. Never far from its master, Ssssylyph strikes Fang-Or's enemies from the air when they least expect it!

*\*The name Ssssylyph was based on a sylph, a mythological spirit of the air.*



## CAT MASK OF CATRA

### Evil Shape-Shifting Talisman

Crafted by the Goddess Mask-Ra and given to the predatory priestess Catra by Hordak, the Cat Mask was cast into Despondos by the magician Eldor and found by the Magicats on Etheria. Purified by Light Hope, the mask was worn by the Magicat Queen for many years until Catra reclaimed it after the Evil Horde invaded Etheria. With the help of Shadow Weaver, Catra unlocked the silver mask's powers and reshaped it to again suit her malicious character. She not only regained her ability to assume a panther form but also gained the power to transform others. With her remade mask she also transformed many of Etheria's peaceful creatures and brave warriors, including the dashing Prince Defiant and Josh, young cousin of Bow, into her savage Cat Men and Panther Warriors. However, during the Rebellion, Kowl and his beloved Kowlia helped She-Ra use her healing powers to undo many of Catra's enhancements, enraging the villainess. The mask enabled Catra to evade capture after the Second Ultimate Battleground on Eternia, and eventually she joined forces with Lord Masque and Shokoti while still plotting to reconquer Etheria.



For more information on **THE SWORD OF GRAYSKULL**, see pages 86-87 • For more information on **SSSSYLPH**, see pages 502-503 • For more information on **THE CAT MASK OF CATRA**, see pages 116-117



## HAVOC STAFF

### Ramskulled Cudgel of Chaos

For hundreds of years, the Kings of the ancient city of Zalesia held the Havoc Staff as their scepter of authority. During the Great Wars, a temporary treaty was struck in which leaders were allowed to empower their standards with the cosmic energy of the Starseed. Tragedy later befell King Nikolas, and he was left to guard the staff and other artifacts in Zalesia's ruins as the Faceless One. The staff later became property of Keldor, who fathered his son Malkyn with Nikolas' wayward daughter Evil-Lyn. The Faceless One allowed Keldor to wield the staff, and as Skeletor later master it, knowing it would one day fall into his grandson's hands. When Malkyn became the evil Skeleteen, he sent his father's old ally Crita, who had long been in hiding, to retrieve the staff from the site of Skeletor's grave on Trolla. Because of its cosmic power, the staff could change shape at the will of its master, but it reverted to its original form when once again in the hands of the Zalesian royal bloodline.

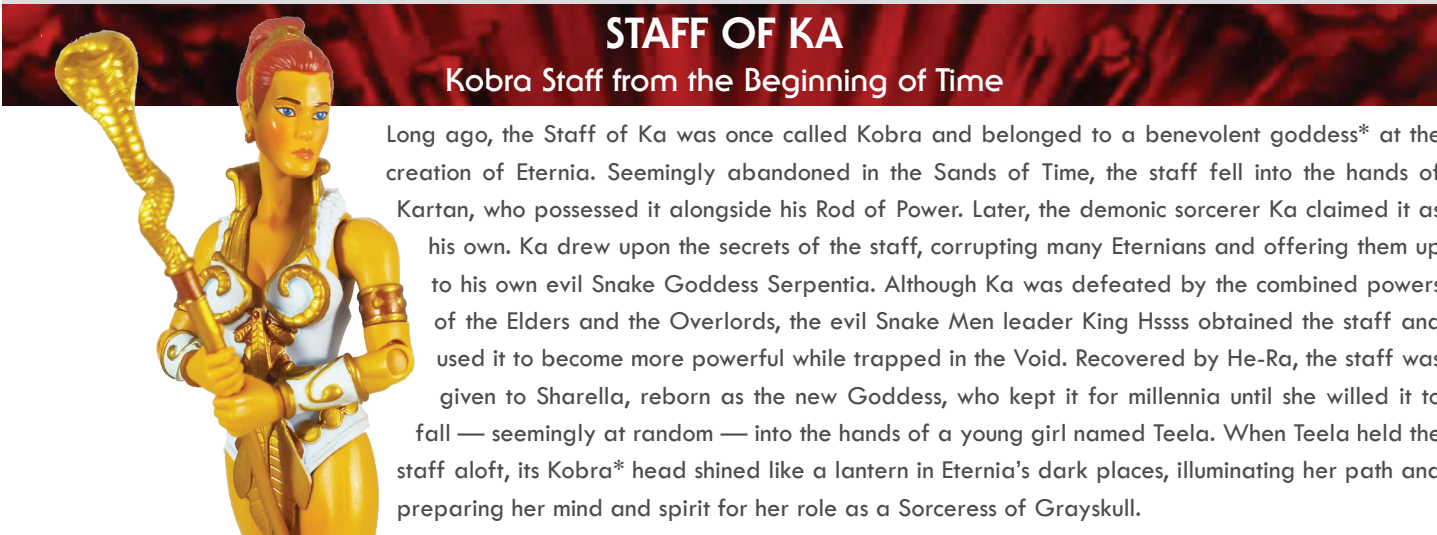


## TANK TOP

### Armored Gladiator

Tank Top was originally a descendant of the Fighting Foe Men and a long-time combatant in the arena of Lord Choloh in the Vine Jungle. He found fame when he built his own armor and weapons from spare parts left behind in the wake of a mysterious time war battle. He salvaged components of alien war machines, the ruins of which had been strewn across the Eternian landscape after two powerful time-traveling warriors\* had clashed before returning to their own times. Liking the five-pointed alien symbols on the wreckage, he made it into his own emblem and fought as Tank Top for Lord Choloh's entertainment. Despite many wins, Tank Top lost to the fighter Vykrón who seemed to wield an almost magical luck. Lord Choloh allowed Vykrón to spare Tank Top and put him to work crafting armor for other gladiators. Disgraced, Tank Top took some satisfaction in Vykrón's defeat at the massive hands of Gygor years later. Tank Top eventually joined the resurgent Fighting Foe Men when they became warriors in the army of Eternos.

*\*The two powerful time-traveling warriors referenced are He-Man and Skeletor. The idea was that He-Man and Skeletor, from the future, zipped back and forth through time and battled each other in different eras and locations.*



## STAFF OF KA

### Kobra Staff from the Beginning of Time

Long ago, the Staff of Ka was once called Kobra and belonged to a benevolent goddess\* at the creation of Eternia. Seemingly abandoned in the Sands of Time, the staff fell into the hands of Kartan, who possessed it alongside his Rod of Power. Later, the demonic sorcerer Ka claimed it as his own. Ka drew upon the secrets of the staff, corrupting many Eternians and offering them up to his own evil Snake Goddess Serpentina. Although Ka was defeated by the combined powers of the Elders and the Overlords, the evil Snake Men leader King Hssss obtained the staff and used it to become more powerful while trapped in the Void. Recovered by He-Ra, the staff was given to Sharella, reborn as the new Goddess, who kept it for millennia until she willed it to fall — seemingly at random — into the hands of a young girl named Teela. When Teela held the staff aloft, its Kobra\* head shined like a lantern in Eternia's dark places, illuminating her path and preparing her mind and spirit for her role as a Sorceress of Grayskull.

*\*The benevolent goddess referred to here is Asklepia. \*\*Kobra was the name given to Teela's cobra staff in the UK MOTU Ladybird Books.*

For more information on **THE HAVOC STAFF**, see pages 8-9 • For more information on **TANK TOP**, see pages 190-191 • For more information on **THE STAFF OF KA**, see pages 28-29





## GALACTIC PROTECTOR FISTO

### Heroic Space Combatant with an Iron Fist

Fisto was one of the heroes who joined He-Man and She-Ra in the Tri-Solar System, where word of his might quickly spread. Yolt, the Blacksmith of Crelus, was so impressed by Fisto that he forged a massive broadsword for the warrior, boasting that it was the only weapon worthy of his fist. During the ongoing war against the Evil Mutants, She-Ra sent a call to arms to her allies on the planet Silax. In time, Huntara arrived with a squadron of warriors which included Kaytara, a Silaxian soldier who enjoyed good ale as much as a good fight. Bonding over shared battles and their mutual dissatisfaction with weak Priman mead, Fisto and Kaytara became smitten with each other. Soon thereafter, a transmission from Captain Morrison of Eternia notified the heroes of the growing threats of Jitsu and a mysterious invading snake woman.\* Outraged, Fisto requested a discharge to deal with his archenemy and the new reptilian menace. With Huntara's blessing, Kaytara joined her lover on Eternia. There, they married and begat a child, Kay-La\*\*, who later became a brave young warrior in her own right.

*\*Although unnamed here, the mysterious invading snake woman is Lady Slither. \*\*Kay-La was a character from the MOTUC mini-comic #6, "Homecoming." In the proposed Son of He-Man cartoon series, Kay-La was to have been Man-At-Arms' niece. Since Fisto was Man-At-Arms' brother in the MOTUC bios, it made sense to make Fisto Kay-La's father.*

## SHIELD OF KA

### Vile Enchanted Artifact

Of all the old gods, the good snake goddess Asklepia was worshiped by one of the most advanced clans of all of ancient Eternia. Healers and architects, the original Snake Clan brought much prosperity to their neighboring Tree and Ape Clans. Yet Ka, one of the acolytes to the High Priest and an orphan after a wild Beast Men attack, resented the lesser beings outside of Asklepia's golden vale. He made bargains with Asklepia's dark twin sister Serpentia and her minion the Unnamed One, consuming demon blood from Despondos to gain new powers. He then fashioned vile artifacts, including a shield that could ward off the enemies of the Snake Clan. When the High Priest discovered him, Ka murdered his former teacher and took his vestments and staff, but Asklepia herself cursed and deformed Ka as punishment. Ka latter allied with King Hssss and the Snake Men, but they betrayed him and took his artifacts. The enchanted Shield protected Hssss for centuries until Skeletor shattered it in the Second Ultimate Battleground.



## SPACE ACE

### Stellar "Starman"



Blissfully unaware of his own arrogance, young Tristram\* literally stumbled upon advanced jetpack armor near Mount Eternia. Scarcely knowing how to use the gear, he dubbed himself "Space Ace," boasting that he was "unstoppable." Space Ace entered the arena of Lord Choloh, challenged Vykrone, and was instantly defeated, losing his armor in the contest. Even decades later, the aged Tristram reassured fellow tavern patrons that he "let Vykrone win." During this time, the magical being Woock grew bored of testing He-Man and turned his attention to Tristram. Woock made the Heroic Warriors disappear and restored Tristram's youth and armor. Telling him that he was Eternia's champion, Woock decided Space Ace needed "noble warrior allies" and conjured up the understandably confused Chef Allen, Crackers the clown, and Relay the Manchine puppy. Annoyed over being "saddled with losers," Space Ace nevertheless relied very heavily on their assistance when Plundor invaded Eternia. The unlikely heroes somehow managed to defeat the leporine villain, and a delighted Woock returned everything to normal. Only Space Ace and Relay retained memories of these strange happenings, although Woock left Space Ace with his youth and armor.

*\*The name Tristram was a nod to actor Tristram Coffin, who starred as Rocket Man in the 1949 movie serial, "King of the Rocket Men."*

For more information on **GALACTIC PROTECTOR FISTO**, see pages 164-165 • For more information on **THE SHIELD OF KA**, see pages 106-107 • For more information on **SPACE ACE**, see pages 190-191





## REAWAKENED MAN-AT-ARMS

### Resurrected Heroic Master of Weapons

Like many of the resurrected, the former Man-At-Arms Duncan was found wandering in an eerie trance outside Central Tower during the Reawakening. Duncan regained his lucidity only after the Sorceress Teela used the Book of Living Spells to purify the Reawakening's effects, upon which father and daughter were joyously reunited. Their embrace was followed by an equally heartfelt reunion between Duncan and his son-in-law, King He-Man. Amid this homecoming, Duncan was touched to see that the Heroic Warriors hailed his return with a grand feast in Eternos, and that Roboto and Gwildor had built a "robot-at-arms"\* to honor him during his absence. These festivities were short-lived, however, for rumors surfaced that King Randor was revived in the Reawakening and that he'd been captured by anarchic Skeleteen. Wasting little time, Duncan donned his Man-At-Arms gear and joined Prince Dare, Queen Marlena, and the resurgent King Miro on a quest to find Randor. Years later, a semi-retired Duncan trained the Reptons and the purified Snake Men\*\* during their war against the evil forces of King Hssss and Lady Slither.

*\*This refers to the mysterious appearance of a robot wearing Man-At-Arms' gear and wielding his mace in the final MOTUC mini-comic, "The Third Ultimate Battleground." \*\*The purified Snake Men refers to the idea that there were eventually some good Snake Men in existence, not just evil ones.*

## WAR SLED

### Evil Doom Buggy

**(CONTINUED FROM BATTLE RAM BIO, PAGE 344)** ...The large projectile struck the Zuva-Rex in the chest, knocking the ferocious creature into a deep ravine filled with glutinous mire. Wasting little time, Man-At-Arms leapt from the Battle Ram, donned his Cliff Climber gear, and scaled the rock face of Snake Mountain in an effort to liberate his ally Lizard Man from the manacles which Beast Man had used to bind him. Before he could reach his friend, however, Duncan spotted two forms descending from the air. Illuminated by the eerie red glow of Blood Falls, Tri-Klops and Beast Man approached, each straddling an accursed War Sled, or "Doom Buggy" as Orko called them. Reverse engineering by Tri-Klops from pieces of a Sky Sled recovered after a skirmish in the Scorched Valley, War Sleds were built in the nightmarish "shop" of Trap Jaw, and were just as fast as Sky Sleds. As the villains came closer, Man-At-Arms discerned the sinister-looking serpentine mastheads of their vehicles. Raising his fist into the air, Beast Man let out an inhuman roar and prepared to fire a searing blast directly at Man-At-Arms... **(CONTINUED IN SKY SLED BIO, PAGE 266)**



## KRONIS

### Dreaded Space Pirate

Once a member of a nomadic tribe in the Dimension of Infinita, Kronis was trained by his father and uncles to fight and strategize against their enemies. When the terrible mouth of Moloch consumed their home world, Kronis only narrowly escaped with the help of the opportunistic Collector, an inter-dimensional traveler building a collection of last surviving species. As the Collector's prisoner for several years, Kronis' mind was pulled and twisted by traumatic captivity rays. Finally Kronis and fellow captive Scychor\* broke free, stole much of the Collector's technology, and partnered as criminals in the Tri-Solar System. For a time Kronis savored his wealth and plunder, but his and Scychor's crimes drew the attention of the Galactic Protectors, driving them further into space controlled by the Evil Horde. Eventually Kronis betrayed Scychor to escape a Horde patrol, but he was himself apprehended by the Protectors and imprisoned. When the wizard Kaldor offered to set him free in exchange for joining his Evil Warriors, Kronis did not even hesitate, thinking he would once again obtain his freedom through treachery and cunning.

*\*Scychor is the real name of Cy-Chop.*

For more information on **REAWAKENED MAN-AT-ARMS**, see pages 344-345 • For more information on **THE WAR SLED**, see pages 344-345 • For more information on **KRONIS**, see pages 42-43

## SWORD OF SAZ

### Holy Blade of the Cat God

Situated at the center of Creation, Eternia was the first world formed by the Gods of the Multiverse. One of these gods was Saz, a blue-furred feline deity who created the humanoid cat races and four-legged feline species. Brandishing his holy sword, Saz protected his “children” and taught them to be courageous. When the Snake Goddess Serpentina and her fellow god Horokoth became jealous of Saz’s children, they unleashed Serpos and Hordeous, primordial godbeasts of destruction. Passing his holy sword to his demigod son — the green-furred, orange-striped paladine, Sabe-Or — Saz transformed himself into a colossal cat-beast and subdued both Serpos and Hordeous. Doing as Saz instructed them, Sabe-Or and his fellow Ancients used the power of the Eternian Crystal to imprison Serpos in stone. Saz himself mysteriously vanished, while Hordeous escaped into the cosmos. Upon Sabe-Or’s death centuries later, he transferred his heroic essence into a group of Eternian tigers, permanently transforming them and their descendants into the sentient cats of the Green Tiger Tribe. The Sword of Saz was passed down to Qadian chieftains throughout the ensuing millennia and is currently wielded by Chief Carnivus.



## THE SWORD OF POWER

### Mystical Blade He-Man



Finally and properly reunited by the heroic Prince Adam after being split in half for centuries, the Sword of Power channeled the fantastic cosmic powers of the universe to transform the prince into He-Man, the most powerful man in the universe. The sword also transformed Adam’s fearful pet Cringer into the mighty Battle Cat, channeling the spirits of the ancient Sabe-Or and Battle Lion, the steed of King Grayskull. Possessing cosmic secrets remembered from the beginning of its creation, the magic sword also bestowed many new skills and abilities to aid He-Man in his ongoing battle against the villainous Skeletor. It also linked Adam’s consciousness as He-Man with the spirits of its past bearers. Although there is often a price to be paid for the help of magic, Adam’s spirit was pure and his devotion to helping others made him the only man worthy of the Sword of He. Because his character resembled that of his ancestor, the sword in his possession took a form that most resembled its appearance when it was wielded by King Grayskull.

## CUNNING CLAWFUL

### Calculating Crustacean Warrior

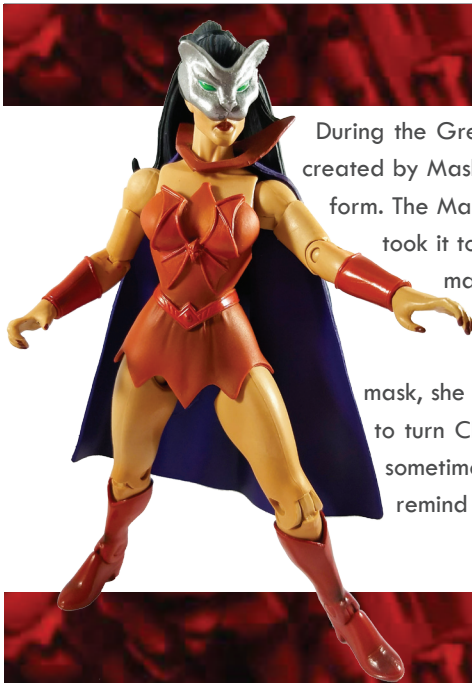
Annoyed with Clawful for his dim-wittedness, Evil-Lyn used sorcery to increase the warrior’s intelligence. This transformation enhanced Clawful’s intellect and altered his countenance, giving him a more sinister appearance. With his immense strength and newfound acumen, Clawful became one of the most respected Evil Warriors, though Evil-Lyn took pleasure in reminding him that she could easily reverse her spell. Noting Clawful’s improved mental capacity, Skeletor promoted him to chief military adviser. Meanwhile, Clawful hatched his own schemes behind Skeletor’s back, enlisting Trap Jaw to help him steal the dreaded Horn of Evil. Later, Clawful discovered the hidden location of the staked Crimson Countess. When Skeletor learned of this, he commanded a wary Clawful to remove the enchanted stake from the vampire’s heart, reviving her. Although the Countess declined Skeletor’s offer to join the Evil Warriors, she became an occasional ally. During the Second Ultimate Battleground, Clawful and Whiplash were defeated by the heroic Fearless Photog. The unconscious villains were sent to Prison Starr, where they remained for years. Kept in a high-security cell where his claws were bound, Clawful was eventually freed by Two Bad.



*\*Clawful enlisting Trap Jaw to help him steal the Horn of Evil came from the Filmation MOTU cartoon episode, “Dree Elle’s Return.”*

For more information on **THE SWORD OF SAZ**, see pages 78-79 • For more information on **THE SWORD OF POWER**, see pages 4-5 • For more information on **CUNNING CLAWFUL**, see pages 122-123





## CAT MASK

### Mystic Talisman of the Magicats

During the Great Wars, Eldor cast the Cat Mask of Catra, one of the more dangerous Masks of Power created by Mask-Ra, into Despondos in order to protect the people of Preternia from her ravenous panther form. The Mask fell to Etheria where the Magicats, followers of the mystical being Saz, recovered it and took it to the mystic guardian Light Hope. With the magic of Crystal Castle, Light Hope purified the mask's magic, causing its very shape to change into the beautiful silver likeness of the Magicats' Queen. However Clawdeen, an ambitious warrior and rival of the Queen, used forbidden spells to draw the Evil Horde to the mask's location on Etheria. Once Catra recovered her mask, she imprisoned the Magicat Queen and quickly corrupted the mask once more, using its power to turn Clawdeen into a powerful battle beast and steed. Although Catra reshaped the mask, she sometimes wore it in the form of the Magicat Queen to mock the mask's well-intentioned keepers and remind them that it was their actions that had brought the Evil Horde to Etheria.

## AMULET OF AVARICE

### Magic Amulet of Count Marzo

The mystic Amulets of the Ancients were fashioned from ingots of concentrated power left over from the Wave of Creation when the universe was formed. Scattered across the stars, the ingots caused much chaos and change in the growing cosmos. Of the amulets that were known to survive, two came to Eternia. One was carried by the evil witch Sultra while serving the Evil Horde, while the other was buried in the Dunes of Doom by the mad mystics of Sh'Gora. When Lord Masque took over the mystics' vile cult during his own quest to revive his mistress Shokoti, he retrieved the amulet and used it to train new evil wizards. Eventually his most promising student, a young Marzo Kalif, mastered the amulet and stole it from its sacred altar in his own bid to conquer Eternia. Despite defeats by the Council of Elders and later He-Man, the amulet remained indestructible and always found its way back into Marzo's hands. While Teela trapped Marzo within the amulet itself during the Second Ultimate Battleground, Evil-Lyn later set him free to help her son Skeleteen.



## THE SHAPING STAFF

### Mysterious Rod of Transformation



The legendary Shaping Staff was created by ancient, unknown wizards. With its ability to transform any matter in the universe, the staff was deemed too dangerous and hidden away, becoming the stuff of myth until Evil-Lyn uncovered it. Acting on a suspicion, she followed the travelling performer Majestra into a secret cave near the Crystal Sea. There, Evil-Lyn snatched the staff from Majestra's hands and immediately tested it by turning the performer into a rock and assuming her form. In the guise of Majestra, Evil-Lyn, along with Beast Man, infiltrated the palace of Eternia and transformed several of its inhabitants. After battling Faker, He-Man snapped the staff in two, breaking its spell. However, over time, the staff's magical properties slowly caused it to reform. The restored Shaping Staff was later found by the mad tech-genius Entrapta\* and her Evil Horde companion Colonel Blast following their defeat at the Second Ultimate Battleground. This discovery inspired Entrapta to become a notorious trafficker of deadly artifacts, weaponry, and technology. The corpulent wizard Kothos is the current owner of the Shaping Staff, for which he paid Entrapta a substantial sum.

*\*This bio provided a canonical explanation as to why the Shaping Staff accessory was included with the MOTUC Entrapta figure.*

For more information on **THE CAT MASK**, see pages 116-117 • For more information on **THE AMULET OF AVARICE**, see pages 68-69 • For more information on **THE SHAPING STAFF**, see pages 330-331





## HORDE SUPREME

### Evil Conquering Prince of the Horde Empire

In his youth, Horde Prime was dubbed Horde Supreme\*, the evil cosmic conqueror of the Evil Horde and mighty son of the proud Horde Lord. A fanatic convinced of his own superiority, Horde Supreme assassinated his own father and took his ruling Rod of Hordeous to the roaring cheers of his unctuous minions. Soon after, Horde Supreme learned of the elusive Timeless Dimension and the Aura of the Gods stored on the planet of Trolla. Unable to breach the barriers between dimensions and thwarted by the Cosmic Warriors, Horde Supreme conducted vile experiments for centuries while keeping his younger brother Hordak occupied with conquering the planet Eternia where they realized their own universe's Star Seed was hidden. Knowing his brother would fail, Horde Supreme claimed his own title as Horde Prime and bided his time, yet he failed to notice that the dark energies he and Hordak had absorbed from the demonic Hordeous, whose body had been forever infused into the face of Horde World by their father to make their bloodline immortal and powerful, had slowly mutated them into soulless bat-like monsters.

*\*Horde Prime was referred to as Horde Supreme in early MOTUC bios until Mattel obtained the rights to Filmation characters in 2011.*

## HAVOC STAFF UNBOUND

### Ramskulled Scepter of Zalesia

Although Skeletor wielded the Havoc Staff for many years, he could not access its full power since he was not a descendant of its original creators, the kings of the lost city of Zalesia. To save his secret bride Evil-Lyn, herself the last Zalesian princess and injured in a battle with Count Marzo, Skeletor returned the Havoc Staff to her father, the Faceless One. The Zalesian phantom unlocked the staff's full might to heal his only daughter. Ever treacherous, Skeletor stole back the staff and gained its newly unlocked powers which included changing the staff's appearance to suit his needs. After his death on Trolla, Skeletor was resurrected by Despara using the transformed staff, though she lost it in a battle with the mutant Crita. Skeletor and Evil-Lyn's son Skeleteen later used the staff's magnified powers to force his rival Jitsu to bend the knee in fealty to him for dominion over Snake Mountain, but a resurgent Skeletor reclaimed the staff and Snake Mountain both, breeding enmity between father and son.



## DISGUISED WHIPLASH

### Traitorous Reptilian Warrior



Obsessed with revenge after his brother Ceratus banished him from Subternia, the traitorous Whiplash spoke incessantly about his hatred for his sibling. Tiring of Whiplash's bitterness, Evil-Lyn suggested a plan to unnerve and demoralize the Caligar chieftain while also allowing Skeletor access to the reputed Subternian passageway to Castle Grayskull. After Whiplash revealed Ceratus' great reverence for their deceased father, Evil-Lyn used sorcery to give Whiplash his progenitor's face. In this guise, Whiplash "haunted" his brother, intoning that Ceratus had disgraced the family. Initially devastated by the specter's words, Ceratus became suspicious when his "father" demanded that he cede leadership to his brother. Tricking Whiplash into revealing his identity, Ceratus ordered Caligar soldiers to drag him to the surface. Furious, Evil-Lyn refused to undo her spell, leaving Whiplash with his father's face. Years later, when Two Bad broke many Evil Warriors out of Prison Starr, he left Whiplash there "to rot" as punishment for introducing his former selves to Skeletor in the first place. Nevertheless, Whiplash was eventually liberated by Skeletor's reprogrammed explosive warrior Blast Attak, and finally had his face restored by an amused Evil-Lyn.

For more information on **HORDE SUPREME**, see pages 184-185 • For more information on **THE HAVOC STAFF UNBOUND**, see pages 118-119 • For more information on **DISGUISED WHIPLASH**, see pages 76-77



## NOBLE ZOAR

### Fighting Falcon

In the folklore of Eternia, the golden falcon symbolized the godhead Zoar, a powerful deity of Preternia. As a god, Zoar could appear in both male and female guises, and while the blue-tipped female falcon was associated with the Sorceress of Grayskull, the golden falcon\* represented Zoar's masculine nature. After the death of Teela Na, Zoar appeared to her daughter Teela to guide her in her first steps as the new Sorceress. The Falcon led her to the Crystal Chamber beneath Castle Grayskull where she discovered the ancient bond between the god and the sorceresses after Zoar had anointed Queen Grayskull, the first Sorceress. Zoar also revealed to Teela the awful truth that the magic of Skeletor had caused her birth.\*\* When Skeletor tried to persuade her that he was her true "father," Zoar's light enabled the spirit of Teela Na to return and protect Teela from Skeletor's manipulation. With Zoar and Teela Na's help, Teela surpassed her warrior's training to become the new Sorceress of Grayskull. Like her mother, and later her son Dare, Teela could take Zoar's animal form as well.

*\*The distinction in Zoar's wing colors helped to explain the difference between the character's vintage cardback colors with golden wings and the toy/cartoon version with the blue-tipped wings. \*\*Skeletor causing Teela's birth via a cloning spell came from the vintage mini-comic "Tale of Teela" and was also part of Teela's MOTUC bio.*

## WHEEL OF INFINITY

### Temporal Artifact from the Start of Creation

Forged during the creation of the universe, the Wheel of Infinity\* was one of the original anchors that stabilized the great temporal forces surrounding the Timeless Dimension. Flying like a comet through the cosmic Void, the Wheel was discovered by Skeletor, who magically pulled it to Eternia in order to use its power to travel back in time and prevent the construction of Castle Grayskull. On Preternia, he encountered resistance from a time-traveling He-Man and Zilora, priestess from the Ophidian Spire where the peaceful Snake Clan worshipped the original benevolent Snake Goddess. Eventually, Skeletor gave up his plans and left his servant Fang Man trapped in the past with the Wheel of Infinity. Although Fang Man buried the Wheel of Infinity, its magic eventually sent him to a future Eternia ruled by King He-Man. The Wheel of Infinity was then forgotten, buried on what became known as the Isle of Tears where time did not pass.



*\*The Wheel of Infinity (and Skeletor and Fang Man's use of it) came from the Filmation He-Man episode "The Time Corridor."*

## THE FIRST HALF OF THE SWORD OF POWER

### Divided Blade of Legend

When Queen Grayskull split the Sword of Power in two, she hid one half in a secret place on the dark side of Eternia and entrusted the other half to Sharella, her warrior woman ally who had been changed into the immortal green-skinned avatar of the Goddess Asklepia. Sharella selected many worthy champions on Eternia throughout the centuries to guard the half sword, intent on keeping its legend alive in the minds of Eternians even in the grim days of the Age of Sorrow. The Goddess' enchantment made the half sword appear whole to mortal Eternians. While the character of each guardian affected the sword slightly, all were worthy enough to hold and imbue the blade with a portion of their noble spirits. The Sword of Power was briefly reunited with its other half when the guardian Oo-Larr collected both for the Sorceress to create the Sword of Protection. Unfortunately, Oo-Larr's mission left clues that led the malevolent Skeletor to the half of the sword hidden in the Dark Hemisphere.



For more information on **NOBLE ZOAR**, see pages 28-29 • For more information on **THE WHEEL OF INFINITY**, see pages 230-231 • For more information on **THE FIRST HALF OF THE SWORD OF POWER**, see pages 4-5



## STAFF OF POWER

### Mystical Scepter of the Sorceress

Once called the Rod of Power and wielded by the high priestesses of Zoar, the Staff of Power was one of the first artifacts to absorb the magic of the Starseed in the center of the planet Eternia. Entrusted to powerful but peace-loving magicians for centuries after Zoar and the elder gods left Eternia, it was discovered by a Sorcerer of Grayskull during the Age of Sorrow after the Staff of Veena was lost in a battle with the wizard giant Morgoth. The staff became a signature scepter of the caretakers of Castle Grayskull and extended their powers beyond the castle's walls. When King Hsss and Skeletor combined their powers to raise the Towers of Eternia, the magic of the Staff of Power, combined with that of the towers, allowed the Sorceress to retain her human form outside of Castle Grayskull. To pass this ability on to her daughter Teela, the Sorceress allowed the staff to ascend with her into the Vale of the Ancients, bestowing its magic directly into Teela and forever connecting her to her mother's spirit.



## GEM OF TAMADGE

### Magical Conduit of Laser Light Energy



In ancient times, the good wizard Keclar fought the evil laser-breathing dragon Tamadge, smiting her ruin in the sulfuric maw of Mount Barathrum and cleaving her enchanted heart from her scaly bosom to prevent her resurgence. Unexpectedly, Keclar's fellow wizard Tauron, seduced by the Unnamed One and treacherously serving him as the mysterious Nazghal\*, sought to use Tamadge's heart to corrupt the dragons of DarkSmoke. To thwart his fallen brother wizard, Keclar used magic from the Temple of Power on Trolla to transform the heart into a precious gem which he then fused onto the enchanted armor worn by the valiant knight who became known as Sir Laser-Lot. Possessing the awesome power Tamadge had wielded as a rare sorceress dragon, the gem gave Sir Laser-Lot the power to create his own weapons with raw Laser Light energy. While the Great Black Wizard damaged the gem in a battle at Xarkoran, it magically healed itself, and its shard later grew into a second enchanted gem wielded by the warrior Plasmar.

\* Nazghal's name being an alias for Tauron was a nod to the fact that Filmation used the same model sheet and color scheme for both Nazghal and Tauron in the cartoon series.

## ORB OF POWER

### Magical Repository for the Elders of Eternia

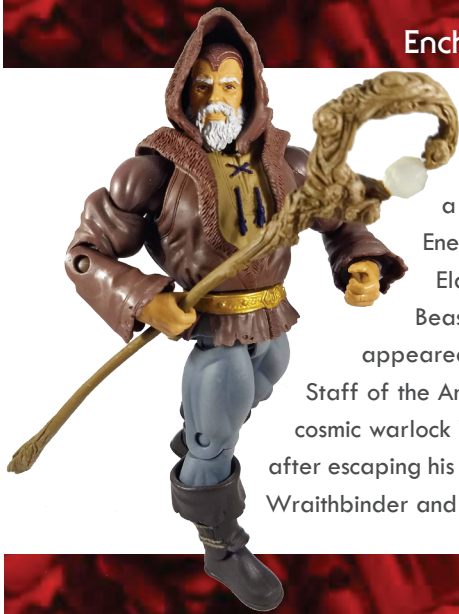
Upon the death of King Grayskull, his connection to the Starseed was passed on to the Council of Elders. Fearful of being corrupted by so much power, the Elders made a bargain with the Overlords of Trolla to keep the Sword of He on Eternia until a worthy successor was born. They then created the Orb of Power, surrendering their corporeal forms to enter the Orb while it rested on the Font of Ages in the Crystal Chamber beneath Castle Grayskull. In the subsequent centuries, Eternia fell into the ruinous Age of Sorrow. To help Grayskull's descendants regain power, the Elders created the Hall of Wisdom where they could advise the new Kings and Queens of Eternia. Generations passed with the Orb remaining at Castle Grayskull, but with the birth of twins Adam and Adora, the Elders returned permanently to the Orb and the Hall of Wisdom mysteriously vanished. Because the Orb also shielded the Starseed, the Unnamed One tried to destroy it, but the Orb proved indestructible, reappearing in the restored Castle Grayskull at the Reawakening.



For more information on **THE STAFF OF POWER**, see pages 162-163 • For more information on **THE GEM OF TAMADGE**, see pages 194-195 • For more information on **THE ORB OF POWER**, see pages 86-87

## STAFF OF THE ANCIENTS

### Enchanted Staff Bearing the Eternian Crystal



Long ago, the demigod Ancients provided guidance and protection to the early inhabitants of Eternia. Only a scant few, such as Sabe-Or, are remembered by name, but their deeds are still spoken of in legends. One such tale involves their creation of the Eternian Crystal, a talisman so immensely powerful that it successfully imprisoned beings such as Serpos and the Energy Beast. Mounted in an enchanted staff, the crystal was entrusted to the immortal wizard Eldor, who eventually sealed it within the Gold Chamber of the Ancients. Eons later, the Energy Beast was freed once again and was stopped by He-Man when the mysterious Spirit of the Ancients appeared and presented him with the Eternian Crystal. After He-Man defeated the monster, he hid the Staff of the Ancients deep inside the Abyss surrounding Castle Grayskull, but the staff resurfaced when the cosmic warlock Wraithbinder located and stole it. Soon thereafter, Eldor himself made an unexpected return after escaping his millennia-long imprisonment at the hands of a treacherous secret apprentice. Eldor confronted Wraithbinder and defeated the warlock in a magical duel, finally retrieving the staff.

## SWORD OF HE

### Legendary Blade of He-Ro

Created by the Overlords of the Timeless Dimension, the Sword of He channeled cosmic forces unlike any other object in the universe. Corrupted by ambition, the Trollan Gorpo betrayed his fellow Overlords and tried to steal the sword, but their combined magic stripped him of his magical name, and trapped him into the Nameless Dimension. Fearful that their child-like nature was too susceptible to corruption, the Overlords selected Cosmic Warriors to wield the Sword of He on their behalf and protect the universe from evil. The Overlords' leader Za-Gras himself chose the young hopeful Ro, a simple farm boy on the peaceful world of Primus, to be one such warrior. Ro's adventures took him to the world of Eternia where, upon his death, he passed his magic sword to his friend D'Vann Grayskull. The sword thus became a weapon wielded by the heroes of Eternia, where the struggle against evil was more dire, and the Overlords created the Cosmic Enforcers to maintain balance in the rest of the universe.



## SECRET LIQUID OF LIFE

### Magical Immortality-Giving Elixir



During the Great Wars, Sultra the lead witch of Hordak was able to distill magic from the Book of Living Spells into a precious immortal elixir with which made the Evil Horde ageless. In battle, He-Ro obtained the last of the liquid and hid it in the Kingdom of Vaderia. Many centuries later a disguised Evil-Lyn, hoping to restore her lover Geldor, manipulated the tyrannical Geldor into invading Vaderia in order to find the liquid. To Evil-Lyn's dismay, Geldor found the liquid but lost it again in a battle with He-Man and Prince Dakon. A few years later the Sorceress Teela, with guidance from her mother's spirit and help from the Eternian mystic healer Mendor, magically extracted the remainder of the liquid from the Eternian soil in order to create an antidote to the enchantment of the Serpent Ring. While the liquid was too diluted to save an injured Man-At-Arms, Teela was able to restore her friend Mekanek before the Snake Men were destroyed in the Second Ultimate Battleground.

For more information on **THE STAFF OF THE ANCIENTS**, see pages 332-333 • For more information on **THE SWORD OF HE**, see pages 22-23 • For more information on **THE SECRET LIQUID OF LIFE**, see pages 278-279





## ZOAR

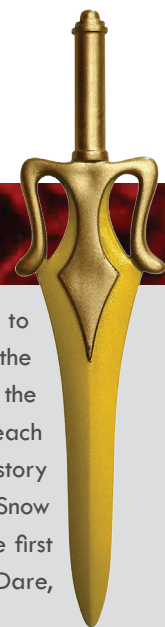
### Falcon Form of the Sorceress

Hopeful that she could help fend off alien invaders and an evil wizard, the humble villager Teela Na accepted a life of solitude as the new Sorceress of Grayskull when it was passed down to her by Kuduk Ungol. As the Sorceress of Grayskull, Teela Na could assume the form of Zoar the falcon and fly high above the Eternian landscape. She often oversaw the early adventures of Prince Adam, telepathically guiding him with her eyes in the sky until he had completed his first mission to unite the two halves of the Sword of Power to become the mighty He-Man. As Zoar she also watched her own daughter, Teela, grow up unaware of her mother's true identity. For many years Teela Na could only leave the mystical walls of Castle Grayskull on falcon's wings, but when Skeletor and King Hssss raised the Three Towers of Eternia, much of the planet's magic changed and the Sorceress was free to assume her human form in the open once again.

## GOLD SWORD OF POWER

### Legacy of He-Man

On his fiftieth birthday, two years after his son Dare returned the Sword of Power to him, King He-Man was summoned to the restored Castle Grayskull by his wife Teela and her mother Teela Na, leader of the new Council of Elders. Entering the Crystal Chamber, He-Man was instructed to become Adam. He exclaimed, "Let the Power return" and transformed, but the Sword of Power began to glow with a brilliant golden sheen as King Adam was infused with an amazing gift. With each pulse of the golden Power Sword, he gained knowledge and memories of everyone who had ever wielded it. Lost history flooded Adam's mind — the great adventures of He-Ro and King Grayskull, the nine tasks given to Wun-Dar by the Snow Dwarfs of Crystal Mountain, long-forgotten battles between the original Vykron and the dread warlord Dyr, and the first time He-Ra met her noble black stag. As the sword faded back to silver, Adam had a final vision of the future wherein Dare, adorned with the feathered headdress of Zoar and wielding the Sword of the Ancients, guarded Central Tower.\*



*\*Dare eventually becoming Sorcerer was an idea alluded to in the Zoar bio above. His past magical training with the original He-Ro and Eldor and his lineage with Veena, the Sorceress, and Teela also made this a logical evolution for him, but he would also wield a powerful sword like his father and possibly still be able to power-up into He-Ro II at times.*

## MASTERS OF THE UNIVERSE

### Heroic and Evil Warriors Wielding Great Power



In ancient times, the Power of the Universe was unleashed across the five dimensions like a great wave. After creating all life, it was captured and contained by the Overlords of Trolla in the Timeless Dimension. After the Unnamed One attempted to steal the Power, it was hidden and contained inside of a great Sword, dubbed "He", the Trollan word for Power. Initially entrusted to a Cosmic Warrior, the Sword was eventually passed down to King Grayskull, and upon his death, bound to his bloodline. The Elders of Eternia removed the Power of the Universe from the sword, combining it with their wisdom to tap into the Star Seed's magic. This new unified force was manifested as an orb now containing both raw power and secret magic. Called the "Power of Grayskull," this new power could be harmonized and channeled by the sword. After the birth of the Twin

Warriors, born of Eternian and Earth bloodlines, the Sword was cloned, ensuring — as Light Hope predicted — that both twins would wield a sword of power and use its force to end the threats of the Horde Empire and the Unnamed One forever.

For more information on **ZOAR**, see pages 162-163 • For more information on **THE GOLD SWORD OF POWER**, see pages 218-219 • For more information on **THE MASTERS OF THE UNIVERSE**, see pages 278-279

## DOOMSEEKER

Spies of Tri-Klops!



The Doomseekers are flying drones originally created by Tri-Klops to help Skeletor spy on the realm of King Randor in the Light Hemisphere and eventually on He-Man and the Heroic Warriors of Eternia. Given both stealth and speed, a Doomseeker transmits its sightings to both Skeletor's command center inside Snake Mountain and Tri-Klops' own tri-optic visor. While the Doomseekers primarily gather reconnaissance, Tri-Klops also armed them with replicas of his optic blaster so that they could defend themselves or act as an offensive force when necessary, a feature that helped him escape the Second Ultimate Battleground unscathed. Tri-Klops later used the Doomseekers to locate microscopic remnants of the destroyed body of the Unnamed One, confirming his demise but giving Skeletor materials to create Skullkor, a new magical spy intended to replace Tri-Klops' proven but underappreciated Doomseekers. Resenting the resurrected Skeletor's increased instability and paranoia, a mercenary Tri-Klops sold his services to Skeletor's reformed son Malkyn who uses the Doomseekers to help his cousins He-Man and Prince Dare instead.

## MASTER SEBRIAN

Wise Elder of Primus

The beloved spiritual leader of Primus, Master Sebrian helped turn his people away from the division and fear dominant during the Chemical Wars. After inspiring an entire planet to put aside war, Master Sebrian became a fixture in the underground City of Onnor as advisor to the Inner Council, whose Vasionic Resonator sustained Primus's protective shield until invaders from Denebria breached it. Desperate, Sebrian sent the overwhelmed Galactic Guardians to find He-Man and She-Ra, whom he invited to live at the Oasis, his garden estate on the pastoral continent of Terra. A wizard of humble power himself, Sebrian prefers to help others, like shepherdess Drissi, her adventuresome brother Caz, alien groundskeeper Grott, and even the stubborn bureaucrat Werban, to discover their own magical gifts, believing Primus's citizens would one day become caregivers for the entire galaxy. Ever faithful, Sebrian trusts in "the power of the good, and the way of the magic" embodied by heroes like He-Man and She-Ra. Out of gratitude, he would later help Eternia by joining the new Council of Elders led by the reawakened Teela Na.



## SKELETON WARRIORS

Skeletal Soldiers of Skeletor



With secrets gleaned from the stolen Golden Disks of Knowledge, Skeletor determined the location of the Animation Wand, a magical artifact empowered with sorcery from the Book of Living Spells to bestow a semblance of life to any object. With the wand, Skeletor reanimated the cadavers of hundreds of ancient warriors to create his own army of the dead. Mostly mindless, a few of them retained enough intelligence to serve as elite commanders whom Skeletor armored in red as opposed to the gray-metal of the foot soldiers. A ghoulish sight on any battlefield, the Skeleton Warriors\* demoralized the armies of Eternia, reminding them of the eventual fate of all heroes. While He-Man thought he defeated the warriors by destroying the Animation Wand, Skeletor retained enough of its power to resurrect them for short durations, adding their number to his army of green Orcs, Hover Robots, and Skelcons.

*\*Skeleton Warriors first appeared in the 200x MOTU MVC comics.*

For more information on **THE DOOMSEEKER**, see pages 24-25 • **MASTER SEBRIAN** was the first character to receive an official MOTUC bio without ever receiving an action figure in the line. He was first mentioned in the bio for Mara of Primus in 2015. • **THE SKELETON WARRIORS** likewise did not receive action figures in MOTUC, but were first mentioned in the bio for Clawful in 2011.



## HEROIC METEORBS

### Comet Creatures that Transform!

Created by King Gravatar on the planet of Geolon, the Meteorbs were cybernetic beasts who could transform into egg-shaped stones capable of flying through the cosmos. Friendly and earnest, Meteorbs like Cometroid, Astro Lion, and Ty-Grrr made fast allies with the Comet Warriors and helped them protect their world from the Evil Blasteroids and their leader, the renegade General Vul-Khan. When the Evil Blasteroids helped Horde Prime destroy Geolon so they could rule over its charred ruins, the Meteorbs escaped alongside Stonedar, with Comet Cat and Tuskor protecting the children of the surviving Comet Warriors, including precocious Facet and her “golden boy” brother Ingott. With the Comet Warriors, the Heroic Meteorbs helped new allies on Eternia and later Etheria to fight the villainous forces of Skeletor, the Evil Horde, and the Snake Men. While Vul-Khan created evil counterparts to the Meteorbs and sent them to hunt down the refugees, Skeletor made them into his own allies, which forced the Heroic Meteorbs to unleash their transforming power in the skies over Eternia.



## CRIMSON COUNTESS

### Evil Vampire of Eternia



The raven-haired Amyra Talok is known to the peasantry of Eternia as the Crimson Countess, an undead vampire who terrorized the Preternian countryside. Her noble family inhabited Castle Talok, which stood in the very spot where Eternos Palace now exists. Following a series of malignant nocturnal attacks upon terrified villagers, the barbarian Vikor eventually found the Countess' hidden resting place and drove an enchanted stake through her heart. Eons later, she was found by Skeletor and Clawful, who removed the stake and revived the sinister creature. The Crimson Countess possesses supernatural strength and can transform herself into a Wolf Bat or scarlet mist. With her hypnotic gaze, she draws victims into her deadly embrace. Like other vampires, she consumes blood, but particularly craves blood that is infused with magic. Amyra must return to her coffin at dawn, lest she be destroyed, and can be repelled by the symbol of Zoar. In battle, the Countess attacks with her razor-sharp sickle. Although she prefers to operate independently, she joined the monstrous secret cabal of Scareglow with the intention of reclaiming Eternos and ruling as queen of an undead Eternia.

## ANTI-ETERNIA KELDOR

### Heroic Lord of Reconstruction

Rebellious Prince Keldor of Anti-Eternia never knew his half-brother King Randor had murdered their ambitious father General Miro, or his own benevolent mother Queen Saryn, until Evil-Lyn, defiant priestess of lost Zalesia, revealed the truth to him. Randor then trapped Keldor in a time portal, which gave his own son Adam time to grow up and become the demonic tyrant Anti-Eternia He-Man. Freed by Evil-Lyn with allies that included the brilliant scientist Beast Man and cyborg Captain Trap Jaw, Keldor sought peace with his nephew only to discover he had become an unreasonable creature of pure malevolence. Keldor narrowly escaped Anti-He-Man's minions, the cannibalistic Teela and her mindless brute father the Man-At-Arms. He then sought the wisdom of Hordak, leader of the exiled Horde of Good, to gain the power to free Anti-Eternia. Although he sustained a terrible facial injury, his dearest friend Beast Man invented a machine to heal him, although a half-skull visage would return any time Keldor summoned his full power in battle. Anti-Keldor's greatest weakness was an unwillingness to risk his friends' lives while fighting the merciless Anti-Masters of Eternia.



**THE HEROIC METEORBS, THE CRIMSON COUNTESS, and ANTI-ETERNIA KELDOR** did not receive action figures in MOTUC, although all three had been previously mentioned in MOTUC canon prior to the release of their official bios.

## SPELL BOOK OF ORKO

### Magical Tome of Trolla



While there are many Books of Magic, few contain so many different spells as the one owned by Orko the Great from Trolla. Given to him by the beautiful sorceress Auburnia from Amazonia, a sister planet of Trolla, the spell book contained a mixture of Trollan and Amazonian magic that helped give Orko an impressive reputation. Adding to it with spells he learned from his Uncle Montork and pranks devised by his frenemy Squonge, Orko already had a unique copy before travelling to Eternia where he added even more unusual spells.

The book included future knowledge of the fearsome Daimar the Demon, which helped Orko to befriend a young Daimar and teach him the virtues of friendship before he became an infamous lord of destruction. Skeletor, Evil-Lyn, Count Marzo, and Shadow Weaver all tried to use Orko's spell book, but found its spells too incompatible with their own magic. Orko finally used it to trick a reawakened Unnamed One to turn himself back into Gorpo, who the spirits of the Overlords welcomed to the Trollan afterlife.

## MASKED DESPARA

### Vengeful Queen of the New Evil Horde

After She-Ra slew Horde Prime, his evil spirit infected her by exploiting a micro-fracture left in the stone of her Sword of Protection by the Doom Balloon of Hordak. Stricken with acute amnesia, She-Ra was captured by the corpulent Horde-Or, Hordak and Horde Prime's gluttonous younger brother. Determining her value as a fighter, but too hedonistic to launch his own bid for galactic conquest, Horde-Or gave her the mask Adora had worn as Despara, one based on the likeness of his mother Queen Quintessa, and sent her to fight in the cosmic arena of the Game Master where her many victories won him a fortune. Manipulated by Horde-Or's clever lies and promises, She-Ra mistook herself for her old persona of Despara, daughter of the slain Hordak, and she soon tired of being a mere pawn. She forced the cowardly Horde-Or to name Skeletor and He-Man as Hordak's destroyers and then committed herself to avenging her false father. A terrifying visage in her Hordak-inspired mark, she gained control of the Skelcons and allied herself with the Supreme Arbitor of the Cosmic Enforcers to restore order to the galaxy in the wake of the collapse of the Horde Empire.



## LIZORR

### Cold-Blooded Goon Squad Mutant



A vicious reptilian warrior from the arid Gorn Desert on Denebria, the Evil Mutant Lizorr was one of the first recruits in the Mutant Goon Squad of Flogg. A formidable opponent with armor-plated skin and an extendable tongue, which is sometimes used to ensnare and trip opponents, Lizorr is also a master marksman with his Radiation Rifle. Possessing a cold-blooded physiology, and accustomed to the scorching heat of his native environment, Lizorr typically wears a climate-control pack to regulate his body temperature. Lizorr speaks with a hissing lisp and is known for being ill-tempered and prone to aggression. He often joined Butthead and the drunken Staghorn in brawls against anybody who happened to annoy him, including fellow Mutants. Lizorr met his match in hand-to-hand combat, however, when he challenged Kayo to a deadly contest in the rocky environment of the Regula Mountain range. Cleverly smashing Lizorr's climate-control pack with his powerful punch, Kayo disabled and apprehended the villain, sending him directly to Prison Starr. Lizorr spent many years there until he and several other Mutants were freed to join the Evil Warriors on Eternia.

For more information on **THE SPELL BOOK OF ORKO**, see pages 70-71 • For more information on **MASKED DESPARA**, see pages 448-449 • **LIZORR** did not receive an action figure in MOTUC; he was a character introduced in the 1990 *New Adventures of He-Man* cartoon series.



## ATTAK TRAK

### Battle Machine



In ancient times, the technologically-advanced alien Gar built magnificent war vehicles to defend themselves against enemies. One of their most notable creations was the Attak Trak, a rugged all-terrain battle machine with a golden chassis and mighty brown treads. Outfitted with twin blasters on either side of its driver, few obstacles could prevent the Attak Trak from reaching its destination. When the wicked Ditzroyer revealed the ancient Gar vehicles' hidden location to a young Shield Maiden Sherrilyn, she became transfixed by the magnificence of the Attak Trak, restoring its original functionality, while also altering its color to a vibrant red and blue. Additionally, Sherrilyn created an armored canopy to protect her from enemy assaults. Many eons later, Duncan, the Man-At-Arms of King Randor, studied ancient blueprints housed in the palace library and built his own fleet of royal Attak Traks, most of them bearing the red and blue colors cited in historical notes about the Fighting Foe Men. Additionally, Duncan built a special, large Attak Trak. Blue, and sporting a rectangular shape, this Attak Trak boasted artificial intelligence, enabling it to communicate with its occupants.

## VIAL OF VENOM

### Acid of Evil



Keldor was unaware that the Spirit of Hordak, conjured by Count Marzo to help sew discord during the Great Unrest, had temporarily possessed his body to kill his step-mother Queen Amelia. Thus, when his brother Prince Randor exiled him for the crime, Keldor left Eternos embittered and professing innocence. Seeking revenge, an aggrieved Keldor located Hordak's long forgotten temple and summoned his spirit himself. Against even the advice of his beloved Evil-Lyn, Keldor followed Hordak's instructions to then create a vile mixture, the Liquid of Anti-Life, to burn away Randor's flesh. Even the protective spells placed upon the royal family by the Eternian Court magician Tarrak would not withstand this deadly curse. Overconfident in battle and driven to unquenchable hatred by Hordak's psychic influence, Keldor underestimated Randor's reflexes and became the victim of his own fiendish weapon. The concentrated evil melted Keldor's face and would have killed him if not for Hordak, who knew all along that Keldor would fail. The Vial of Venom became the key to the birth of Skeletor, Evil Lord of Destruction!

## KING MIRO

### Heroic Grandfather of He-Man and She-Ra



Miro, father of both King Randor and Prince Keldor, was a wise and fair ruler of Eternia, but his kingdom nearly fell during the Great unrest when the ambitious Count Marzo launched a rebellion. After defeating Marzo's ally, the evil Enchantress, a shipwrecked Miro encountered the timeless Gar sorceress Saryn on the Isle of Tears. The two fell in love, but Saryn couldn't leave the isle without aging into oblivion while Miro couldn't abandon his people to stay with her. After parting ways, Miro later discovered she'd given birth to their son Keldor, who he then raised alongside his second son Randor. Marzo and a vengeful Enchantress then expelled Miro into Despondos, a prison that held him for years until Randor and his children rescued him. While Miro died of old age after the Second Ultimate Battleground, the Reawakening brought him back to fight Marzo and the Enchantress again, this time alongside his great grandson Dare and grandson Malkyn. Miro then returned willingly to the afterlife, mourning Keldor's tragic downfall but grateful for Malkyn's redemption.

**ATTAK TRAK** did not receive a toy in MOTUC; it was a vehicle first introduced in the vintage MOTU toyline • For more information on **THE VIAL OF VENOM**, see pages 66-67 • **KING MIRO** did not receive an action figure in MOTUC; he first appeared in "Search for the Past," the 98<sup>th</sup> episode of the Filmation MOTU cartoon (1983)

## THE TWIGGETS

### Little People of Whispering Woods

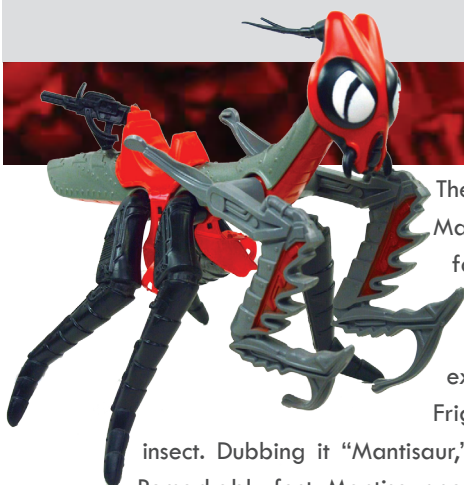


Inextricably linked to the magic of the Whispering Woods, the diminutive Twiggets are a jovial, peace-loving race of nature beings, many of whom reside in Twiggie Village. Loyal and ever-inquisitive, Twiggets are clad in green and are ruled by the benevolent King Sprite and Queen Sparkle. The Twiggets are so deeply connected to Whispering Woods that they will become ill if any harm befalls it. Their mystical advisor, the half-Twiggie witch Madame Razz, is seemingly immune to this ailment, perhaps due to her half-human nature. There is little doubt that the favorite activity of most Twiggets is the consumption of tasty treats like Spoo and Honey Apples, both of which are served at woodland festivals in Twiggie Valley. Notable Twiggets include Spunky, known for his flute-playing, and Sprint, who performs remarkable cartwheels at the Summer Moon Festival. The heroic Twiggets Sprag, Spritina, and Sprocker are held in especially high esteem as members of the Great Rebellion, assisting them in protecting Whispering Woods from the Evil Horde. With their simple weapons, cleverness, and amazing stealth, they have surprised members of both the Horde and the Rebellion alike!

## SERPENT RING

### Ring That Brings About an Evil Metamorphosis!

Once a sacred artifact of the Snake Clan of Preternia, the Serpent Ring was said to once fit on the finger of the Goddess Asklepia, but her evil sister's servant the Unnamed One corrupted it when his Snake Men seized control of the Snake Clan's Ophidian Spire where the Ring had been kept. There, High Priest Pythonus conducted profane rituals, enabling King Hssss to use the ring to magically transform Eternians into new loyal Snake Men. Although the Ring's power was thwarted by Castle Grayskull numerous times, its curse persisted, turning champions of Eternos against their own kinsmen. Even after He-Man destroyed the ring, King Hssss was able to replicate its effect on Heroic Warriors Man-At-Arms and Mekaneck, forcing the Sorceress Teela to expend costly spells to restore them with the Secret Liquid of Life. Although Mekaneck's mind was set free, he often physically transformed back into a Snake Men warrior, which enabled him to bring many disillusioned Snake Men survivors into the faith of Asklepia and her avatar Sharella.



## MANTISAUR

### Evil Insectoid Steed

The unnerving combination of mechanical clanking and insectile buzzing signals the arrival of Mantisaur — insectoid steed of Hordak! First spotted on Beast Island, the gargantuan mantis fascinated Hordak. Intrigued by the “possibilities,” he ordered a team of Horde Troopers to ensnare the monster. The squad, however, was quickly demolished by the enraged beast. Eventually, Hordak received his prize when the creature was captured by Mosquitor, who exerted an uncanny mental control over the animal. Within the Experimentation Matrix in the Fright Zone, Hordak transformed the giant mantis into a nightmarish cyborg, more machine than insect. Dubbing it “Mantisaur,” Hordak gave it a red face mask similar to Mosquitor's — a rare nod to an underling. Remarkably fast, Mantisaur sports a rear-mounted blaster and mechanical forelimbs for snatching enemies off the ground. Additionally, Mantisaur possesses the innate biological ability to summon swarms of biting insects. Triumphantly riding his steed, Hordak brought Mantisaur when he invaded Eternia. After the Second Ultimate Battleground, Mosquitor claimed the Mantisaur for himself until both were finally apprehended in Dinosaur Valley by Rio Blast, who steadily and determinedly pursued them on Battle Bones.

**THE TWIGGETS**, a prominent group of characters who appeared in most of the media for She-Ra in the 1980's, did not receive action figures in MOTUC. • For more information on **THE SERPENT RING**, see pages 186-187 • **MANTISAUR**, which was introduced as a steed for Hordak in the vintage toyline, did not receive an updated release in MOTUC



## LADY SLITHER

### Evil Empress of the Snake Lair

The ambitious Slydira\* became the chilling Lady Slither, a Viper Lord of the Unnamed One, after murdering her own mother Queen Ophidia and stealing her crown and transforming powers. Angered that her own forces met the same fate as those of King Hssss on Eternia, she assembled her Revenge Squad and invaded Trolla in order to seize the Temple of Power. After the Unnamed One's demise, she and other surviving Snake Men followed the essence of the Temple of Power as it merged magically with the restored Castle Grayskull on Eternia. Lady Slither kept rivals like Vypor and Lord Gr'Asp distracted with infighting while she and Camo Khan orchestrated several victories against Eternia. Although she conjured their evil Snake Goddess Serpentina, she resented the Goddess' command to share power with a revived King Hssss. To her surprise, Hssss proved to be her equal at intrigue and villainy, but her ambition is second to none. Unsparing and unscrupulous, Lady Slither suffers no fools while she slinks her way to power as the evil queen of the Snake Men!



*\*The name Slydira was based on the word "slidder," the Old English form of "slither."*

## FONT OF GRAYSKULL

### Magic Receptacle of Power



To help bring peace to an embattled Preternia, the first Council of Elders led by Keclar orchestrated the Treaty of the Eternian Towers in which the Evil Horde, the Snake Men, the Dragons of Darksmoke, and the Free People called a truce. To give all the factions on the planet equal power, they summoned Procrustus to bring the Starseed to the surface. He-Ro and Eldor grew a crystalline basin on which the Starseed could reside, allowing each faction leader to expose their weapon of choice to the talisman and to absorb some of its power. Although the treaty ultimately failed as treachery led to the continuation of the Great Wars culminating the Ultimate Battleground, the basin remained in the Crystal Chamber under the site of the future Castle Grayskull. The basin became known then as the Font of Grayskull, and because it too absorbed the Starseed's power, it was strong enough to contain the Orb of Grayskull housing the awesome knowledge and powerful spirits of the Elders themselves!

## SKELETEEN

### Son of Skeletor

Born Malkyn, Skeleteen was the son of Evil-Lyn and Prince Keldor. After Keldor's transformation, Evil-Lyn transported Malkyn away from Skeletor and into the future to be raised by his cursed grandfather. However, the Faceless One struggled with Malkyn's curiosity, refusing to discuss the boy's parentage, until Malkyn was later reunited with a greatly depowered Evil-Lyn who taught him dark magic and told him of his father. Fascinated by Skeletor, Malkyn proudly fashioned his own skull mask, upon which many called him "Skeleteen." Strongly influenced by his mother, he aided the Unnamed One and built a new evil army. Skeleteen was obsessed with "avenging" his father, and engaged in many battles against his cousin Prince Dare. After reclaiming the Havoc Staff, Skeleteen and Evil-Lyn successfully resurrected Keldor, who seemed fond of Malkyn... until he again became Skeletor, who mocked and brutalized the boy. When Evil-Lyn and Skeletor each tried to turn Malkyn against the other, the troubled Skeleteen left Snake Mountain for good. Surrounding himself with good-hearted rogues like the thieving Picklok, Malkyn eventually used his dark magic to aid others, and even formed an uneasy alliance with Dare.



**LADY SLITHER** did not receive an action figures in MOTUC, although she had appeared in MOTUC canon prior to the release of her official bio • For more information on the **FONT OF GRAYSKULL**, see pages 216-217 • **SKELETEEN** did not receive an action figures in MOTUC, although he had appeared in MOTUC canon prior to the release of his official bio



## OVERLORDS OF TROLLA

### Wise Council of the Timeless Dimension

The Overlords of Trolla were a council of the wisest and strongest magicians on all of Trolla in the Timeless Dimension. Because of their innocence, the Overlords were favored by the Gods with secrets of their universe's Starseed, which they nurtured and allowed to grow in the Startree, a mystical oasis of power that fed the many magical beings throughout the Timeless Dimension. The Overlords' leader Za-Gras, together with Or-Ro the Oracle, Gorpo the Gatekeeper, Astrelle the Star Seeker, Bildo the Architect, Zi-Ra the Healer, and Lee-Ah the Hope Bringer, believed the Starseeds were the combined embodiment of the Aura of the Gods, the purest power, which they called He. To better understand this elemental magic, the Overlords innocently created the Sword of He to access the power, but Gorpo, corrupted by the evil Snake Goddess Serpentia, betrayed them by trying to steal it. While the Overlords defeated Gorpo, they became fearful of the imbalance of evil that had seduced him, and set out to create warriors to protect that balance and prevent more evil from corrupting creation.

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## DISGUISED SWORD OF POWER

### Camouflaged Blade of Prince Adam

In addition to obscuring the appearance of Prince Adam, the Power of Grayskull also disguised the Sword of Power in a regal maroon color. However, this deception did not fool the nigh-omnipotent Om, who once pitted He-Man and Skeletor against each other to satisfy his voracious curiosity. Ever-inquisitive, Om later returned, wishing to learn if He-Man was also the most powerful man in the Multiverse. Snatching the Sword of Power, Om agreed to return it after his curiosity was satisfied. Reluctantly, He-Man accepted the challenge. Thrust into the Nexus of All Realities, he soon found himself on a barren moon. There, he faced two warriors — the caped, super-powered man\*, who was kind of heart and virtuous of spirit, and an enraged, yet almost childlike, green-skinned behemoth.\*\* From each combatant, Om took something precious that would be returned once his question was answered. The green monster roared, initiating a titanic battle of power that lasted many hours. Eventually, He-Man convinced his challengers to stop fighting, realizing that real power comes not from force, but from friendship. At this, Om declared He-Man the victor, and the three warriors parted as allies.



\*This was a thinly-veiled reference to Superman, with whom He-Man crossed paths in past media but could not be mentioned by name in this bio. Behind the scenes, he was referred to as Sup-Orr. \*\*This was a sly reference to the Incredible Hulk, who was referred to behind the scenes as Incred-Bull.

## HUNGA THE HARPY

### Evil Winged Queen of Talon Mountain



With an eerie cry that strikes fear into the hearts of even the bravest warriors, the vicious creature known as Hunga rules the harpies of Talon Mountain. Though Hunga is greatly reviled among the harpies, she is able to maintain control over her ravenous flock by wielding the magical Scepter of Riptalon. Years ago, when Hunga and her sister Gayda began to sate their unnatural appetites on the "soft-bellied children" of Bright Moon, a young Angella valiantly took up her sword, and along with the novice sorcerer\* Micah, drove the harpies back into the mountains where they were forced to remain. Consumed by hatred for Angella, which only increased after she became Queen, the spiteful Hunga assisted Hordak by successfully kidnapping Angella during the Battle of Bright Moon. Hunga took immense pleasure in imprisoning and humiliating her enemy until Queen Angella was finally rescued by She-Ra and He-Man. Following the defeat of the Horde on Etheria, Hunga joined forces with Shadow Weaver in a plot to imprison Light Hope, but was betrayed when Weaver decided that Hunga's harpies would make fine servants.

\*Although Micah (aka King Micah) originally appeared in the Filmation POP cartoon series as Angella's husband and Glimmer's father, he was later also depicted as a sorcerer in Dreamworks Princesses of Power cartoon.

Of **THE OVERLORDS OF TROLLA**, Astrelle, Bildo, Zi-Ra, and Lee-Ah were first mentioned in MOTUC continuity, while Or-Ro (referred to as the Oracle) first appeared in the MYP 2002 cartoon. Only Gorpo (the Unnamed One) received an action figure in MOTUC • For more information on **THE DISGUISED SWORD OF POWER**, see pages 70-73 • **HUNGA THE HARPY**, who first appeared in the Filmation POP cartoon series, did not receive a figure in MOTUC





## REAWAKENED SORCERESS

### Winged Warrior of Vengeance

During the Reawakening, the Sorceress Teela Na returned to Eternia within the profane radius of the Temple of Darkness. Trapped in the ethereal form of Zoar, she was finally restored after Castle Grayskull was reconstructed by the most powerful mages of Eternia. Now clad in radiant armor, evocative of garments worn by Veena, the first Sorceress, Teela Na's eyes blazed with a turbulent and unsettling fury, for the Temple of Darkness had warped her benevolent nature and transformed her into an unforgiving instrument of vengeance. Operating in secrecy, and using corrupt magic unknowingly drawn from the Temple instead of from Grayskull, she meted out brutal punishments, showing no mercy to many of Eternia's villains. Initially, Teela Na harmed only evildoers, but soon even those who committed minor transgressions suffered severe consequences at her hand. Learning of these incidents, and hearing rumors about "the beautiful winged nightmare," a suspicious Teela tracked and finally confronted her resurrected mother. Overcome with conflicting emotions, Teela froze in horror as the former Sorceress coldly aimed the Staff of Zoar at her own daughter...

*\*This bio was a nod to the Sorceress' more Egyptian design in the 2002 MYP MOTU cartoon series.*

## COUNCIL LEADER SORCERESS

### Heroic Leader of the New Council of Elders

...Eyes ablaze, Teela Na aimed the Staff of Zoar at her daughter. Teela returned her mother's gaze, but would not move against her. The two stared at each other in silence, until at length Teela lowered her eyes and wept for love of her mother, grief-stricken over what she had become. At this, Teela Na began to feel their unbreakable bond in her heart as the cold rage melted away, finally freeing her from the corrupt influence of the Temple of Darkness. Dropping the staff to the ground, she tearfully embraced her daughter. Together, they returned to the restored Castle Grayskull for a joyful reunion with He-Man and Orko. There, Teela and Orko performed a ritual using the recovered pages from the Book of Living Spells, purifying Teela Na and changing the color of her new vestments to orange, white, and blue. Teela Na went on to become the wise leader of the new Council of Elders, helping to advise Teela, He-Man, and the heroes of Eternia for many years, and playing a key role in the legendary battle against the Supreme Arbitor.



*\*This bio was a nod to a mini statue of the character released by NECA in the 2000s which kept her new Egyptian design but colored her to more closely resemble her Filmation cartoon appearance.*



## SAGITAR

### Galloping Battle Beast

The spirited Sagitar of Herd Tharkas is a half-human, half-horse native of the planet Equinos in the Tri-Solar System. After Denebrian marauders led by the Space Mutant Staghorn attacked and pillaged several Equinosian homesteads, including that of Herd Tharkas, Sagitar's people formed a military defense force. Rather than join his beloved Besquita in the ranks of General Niquor, Sagitar followed Staghorn to Denebria, intending to bring the villain to justice, but instead he ended up helping He-Man and the Galactic Protectors escape a trap set by Staghorn's ally Quakke. When He-Man himself invited him to join the Protectors, Sagitar accepted, becoming a valued ally in the war with intergalactic tyrant Skeletor. Sagitar fought Staghorn over Primus when Skeletor tried to invade the planet with his weapon, the Denebrian Juggernaut, ultimately ejecting the villain into deep space. Sagitar ultimately followed Besquita when she became the Equinosian leader after General Niquor fell at the Battle of Fetra IV. His and Basquita's children later became allies of Prince Dare and his cousins Honor and Hope on Eternia and Etheria.

This design for **REAWAKENED SORCERESS** did not receive an action figure in MOTUC, nor did the design for **COUNCIL LEADER SORCERESS**. • **SAGITAR** did not receive an action figure in MOTUC, although he was planned for eventual inclusion; this custom figure was created by Studiogenesis artist Lyndon Nuyles Alojado.



## ETERNOS PALACE

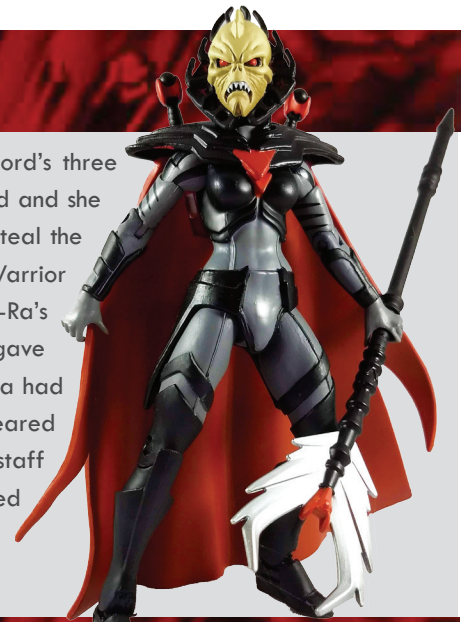
### Royal Palace of Eternia

Since the time of King Elden, who brought an end to the Age of Sorrow and took his rightful place on the throne, the great Palace of Eternos has stood as the seat of benevolent monarchical rule on Eternia. Built over the desolate ruins of Castle Talok, and overlooking the beautiful Kingdom of Eternos, the palace serves as home to Eternia's royal family. With walls made from rare Corderosa stone, the domed palace boasts a magnificent courtyard as well as a barracks and training grounds for the Eternian Royal Guard. Notable areas within the Palace include the Throne Room, the Council Chamber, the workshop of Man-At-Arms, a massive vehicle bay, the royal library and theater, as well as a vaulted dining hall where great feasts are thrown. Although it is a symbol of hope, the Palace has also seen its share of intrigue and deceit. Few recall the madness of Vesaron, third Earl of Eternos, but the vile machinations of the ancient court sorcerer Nextorr are a matter of historical record, as are the dark obsessions and resentments that eventually led to the ruination of Prince Keldor.

## STAFF OF DESPAIR

### Cudgel of the Evil Horde Queen

The Staff of Despair was the scepter of Queen Quintessa, the vain mother of Horde Lord's three sons. Though her husband gave her immortality, she watched in horror as her beauty faded and she and her family mutated with hideous deformities. With her enchanted staff, she tried to steal the youth and beauty of women from worlds conquered by the Evil Horde, but the Cosmic Warrior Hi-Ra destroyed her to save millions, sparking enmity between the Horde Empire and Hi-Ra's line of ancient galactic champions. Queen Quintessa's son Hordak kept her scepter and gave it to his adopted daughter Adora in her role as his Force Captain Despara. Although Hi-Ra had removed its power, the staff remained a dispiriting symbol of oppression and malice feared throughout the Horde Empire. Many years later as She-Ra, Adora finally destroyed the staff when a Reawakened Quintessa, the spitting image of her abandoned guise as Despara, tried to use it to steal the youth of Adora's daughters Hope and Honor. Its destruction restored many of Queen Quintessa's victims and ended the villainous queen forever.



## CRYSTAL SUN DANCER

### Lovely Winged Protector of Crystal Castle by Day!



Crystal Sun Dancer sensed the peril to Crystal Castle before she saw the Witches of Fire, Burnadette, Vesuvia, and Screamatoria scaling the cliffs of Skydancer, the bat-winged Dark Riders of Horror Hall flanking their attack. Guardian of the castle during the day, Crystal Sun Dancer had only minutes before dusk ended her power. Vile Shadow Weaver had sent the witches when she knew its sentry would be at her weakest, but Crystal Sun Dancer would defend the castle even though her rider Sweet Bee was busily protecting Crystal Falls from Octavia and her Octopus Women. With a musical neigh, Crystal Sun Dancer flew circles round the Dark Riders, whose fell shrieks echoed against the cliffs while deadly blades rose in skeletal hands. Containing not only the power of Crystal World but the magic of the Etherian sun reflected through her crystalline body, Crystal Sun Dancer drew the riders above the clouds where her light burned away the shadow spells animating them and banished their beasts into the void. Triumphant, she flew back down, but then the sun set! The castle's day time guardian's power was spent, and the Witches of Fire were just meters from its gates!

**ETERNOS PALACE**, a prominent location in most MOTU media, did not receive a playset in MOTUC • For more information on **THE STAFF OF DESPAIR**, see pages 448-449 • **CRYSTAL SUN DANCER**, which was introduced as a steed for Sweet Bee in the vintage POP toyline, did not receive an updated release in MOTUC



## CRYSTAL MOONBEAM

### Winged Stallion Who Protects Crystal Castle At Night!

With a gleaming radiance and a body that seemed to contain the starry night sky itself, Crystal Moonbeam appeared in the twilight and flew down to bar the Witches of Fire from the gates of Crystal Castle. Twin brother of Crystal Sun Dancer, Crystal Moonbeam shares her mystical connection to Crystal World and the original magic that built the Crystal Castle. The witches threw ensorcelled fireballs at him, but She-Ra and Light Hope chose their guards well as his crystal hooves doused their fire-casting and a flap of his wings weakened their Fire Jewel power source. Next, they saw his rider, the seeress Peekablue, astride her magical steed, eyes blazing with her magical sight. "Flee, fiery villains," she warned, "or this night shall see your power eclipsed permanently!" The witches' sizzling snarls were merely symbolic, for their defeat was inevitable. Preferring to face the wrath of Shadow Weaver, they cast a fire magic portal back to Horror Hall, and Crystal Moonbeam soared triumphantly over Crystal Castle, its guardian until dawn would send him back to the Crystal Cavern and his sister's daytime vigil would begin anew!



## MOON NORDOR

### Evil Asteroid Fortress and Battle Base for Skeletor

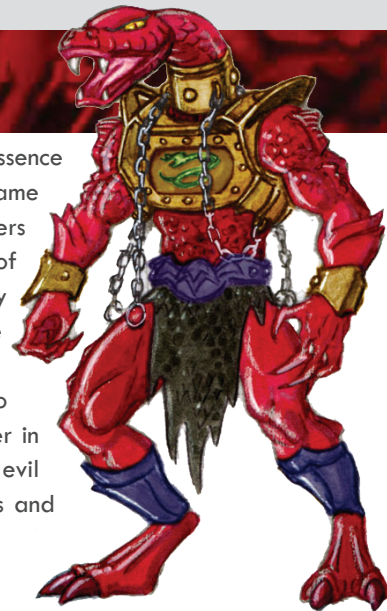


The origins of Moon Nordor are unclear. Serving as the base for Flogg and his Evil Mutants, the foreboding, skull-shaped moon of Denebria hangs in space, staring eerily into the Tri-Solar System. Some say that Nordor was once part of Primus, sheared from the planet's surface by early scientists to prevent the evil of the Nordor Crystal from infecting the rest of the planet. Other legends claim that the moon is actually the hollow skull of a long-dead celestial being. In any case, Nordor holds many secrets and technological marvels. In addition to functioning as the Mutant base, the moon mysteriously infused Skeletor's new bionic parts with dark energies that increased his strength. Indeed, Skeletor eventually absorbed the full power of the Nordor Crystal itself. On Nordor, Skeletor discovered the secret entrance to the long-forgotten space base Skuldor, where he acquired the deadly Disks of Doom and a volume from the abhorrent Encyclopedia of Evil. Flogg's devastating super-weapons, the Guns of Nordor, once existed on Nordor's dark side, and were perpetually aimed at Primus until He-Man destroyed them using explosives created by the Priman scientist Gepple.

## VYPOR

### Evil Embodiment of Viper Tower

The young apprentice of evil wizard Ka, Vypor perverted ancient magic to fill himself with the evil essence of Viper Tower. Trapped in the submerged Tower for centuries after Ka's destruction, Vypor became the warrior mage of the Snake Men when a briefly allied King Hssss and Skeletor raised the Towers of Eternia. With his bone scepter Viperida, Vypor created his flying spy Mobulor, and replicas of Hss's Serpentine Staff for his generals to wield, each giving Vypor eyes and influence across any battlefield. He disdains technology, yet it was the combination of Vypor's sorcery and the science of Fang-Or that helped them and a few others escape the Second Ultimate Battleground and later mobilize the Snake Lair. Upon returning to Eternia, Vypor stole Ka's staff from Teela and used it to pit Castle Grayskullman against King He-Man until blue-furred Saz emerged from Central Tower in humanoid form to break the spell. Vengeful, Vypor later used the Medallion of Serpos to free his evil goddess Serpentia. Always scheming Vypor's most loyal acolytes are stretch-necked Anacondus and archer assassin Quick Flick.



**CRYSTAL MOONBEAM**, who was introduced as a steed for Peekablue in the vintage POP toyline, did not receive an updated release in MOTUC • **MOON NORDOR**, which served as the main headquarters of Flogg and his fellow Mutants in *The New Adventures of He-Man* cartoon, was also a playset in the 1989 "He-Man" toyline • **VYPOR** first appeared in a MOTUC mini-comic



## MASKS OF POWER WOLF DEMON

### Treacherous Transformation by the Masks of Power

When Prince Adam and royal archeologist Melaktha unearthed the City of the Ancients, they found the Masks of Power, weapons from the arsenal of the goddess Mask-Ra. To capture the masks, Skeletor sent two diminutive orcs, but the tricksters donned the masks themselves and gained their mystical powers, growing into massive, savage warriors. The Wolf Mask gave its wearer a canine humanoid appearance with supernatural strength to rival even that of He-Man, and command over the Veil of Evil allowing him to trap enemies behind a mystic barrier. Though the empowered demons bested Skeletor and attempted to steal for themselves the long lost Sword of the Ancients buried under Snake Mountain, He-Man defeated them by striking off their masks, reverting them again to simple orcs. Years later a revived Lord Masque — collector of Mask-Ra's lost artifacts — reunited the orcs with their Masks of Power to help him and Shokoti defeat Prince Dare, who, with the help of the Spirit of He-Ro and a reawakened King Miro, wielded the Sword of the Ancients after the Reawakening.

## MASKS OF POWER REPTILE DEMON

### Malevolent Metamorphosis by the Masks of Power

When Skeletor ordered two orcs to retrieve the Masks of Power, the mischievous creatures chose instead to don the masks themselves. In doing so, one of the orcs was transformed into a powerful wolf-like being, while the other became a reptilian demon with increased agility, immense strength, and the ability to cast unbreakable entrapment spells. After they were defeated by He-Man and Fisto, the two orcs desperately yearned to wear the precious Masks of Power again. Their desire was fulfilled years later when Lord Masque reunited them with the masks and transformed them back into demons. The two creatures then helped Masque in his quest to locate the remaining “faces” of the goddess Mask-Ra. Together, these enigmatic relics, which included Lord Masque's own restored mask, provided the magic needed to successfully break the ancient enchantment that imprisoned Shokoti within the House of Darkness, allowing the witch to blight Eternia with her presence once again. Subsequently, the Reptile and Wolf Demons joined the ranks of Shokoti's deadly and devoted chaos mages.



## DEMONIC SKELETOR

### Unhinged Lord of Destruction

When the Spirit of Hordak on Eternia used dark magic to save an injured Keldor by fusing his body and spirit to that of Demo-Man, the result was initially an insane, skull-faced monster called Skeletor. Unstoppable, the new Lord of Destruction rose armies of green orcs and savage demon warriors and sought to destroy all life he encountered. So dangerous was Skeletor, that Keldor's secret wife Evil-Lyn sent their infant son Malkyn into the future with the help of her father the Faceless One for fear a mad Skeletor might destroy the child. Finally, after many clashes with Oo-Larr, the last He-Man before Prince Adam, much of Keldor's lucidity was returned to Skeletor when Evil-Lyn helped him obtain the long lost half of the Sword of Power. Under the ancient magic blade's stabilizing influence, Skeletor became more reasonable, but the madness from his initial transformation often returned in the form of his vendetta against King Randor and undying ambition to become the one true Master of the Universe!

**THE MASKS OF POWER WOLF AND REPTILE DEMONS**, which first appeared in a vintage MOTU mini-comic, did not receive action figures in MOTUC • For more information on **DEMONIC SKELETOR**, see pages 8-9.





## CAT SHIELD

### Fearsome Force of the Foul Feline!

Created by an evil sorceress of the Magicats with the same dark powers as the Grimalkin of Eternia, the Cat Shield gives its bearer horrific destructive powers. Magically calling to the Cat Mask of Catra, the shield drew the jealous beauty of the Evil Horde to Horror Hall where Shadow Weaver had tried and failed to steal its sinister powers. In Catra's claws, the shield became far more than a defensive aegis and enabled her to launch her own bid to conquer Etheria for herself. With the shield's nightmarish powers, she commanded storms of lightning and wrath, even creating cyclones of such furious might that they could trap She-Ra and the mighty Swift Wind in mid-flight. A treacherous, razor sharp edge also makes the shield into a lethal offensive weapon for Catra to throw like a spinning blade at her enemies, sending many Etherian rebels diving for cover. Matched only by the mystical golden shield given to She-Ra by Light Hope, the Cat Shield turns Catra into an even more dangerous foe, one who could challenge even the most powerful woman in the universe.

## EVIL HORDE ARMBAND

### Hateful Symbol of Allegiance to the Evil Horde

Following the retreat of the Evil Horde, the heroes of Etheria battled many villains who took advantage of the power vacuum left in the Horde army's absence. The former Rebels stamped out uprisings by remnant Horde contingents, publicly burning the repugnant Horde Armbands worn by many of its former members. As the years passed, some Etherians, many too young to remember the unspeakable horrors wrought by Hordak, began expressing a disturbing admiration for Etheria's old enemy. Donning makeshift Horde armbands of their own, they proclaimed that, "things were better with the Horde!" Although they were initially seen as ignorant trouble-makers, and foolishly ignored by most, Shadow Weaver herself took a special interest in these individuals. Perceived by these misguided souls as a legendary war hero, she secretly helped them to organize and grow in number. Soon thereafter, Shadow Weaver received word from Eternia that Hordak had miraculously returned, and that his spirit now inhabited a strange robotic body. Promising her Nu-Horde minions that she would restore Lord Hordak to his true form and return with him, Shadow Weaver left Etheria in search of the ruthless villain.



## STAFF OF TRANSFORMATION

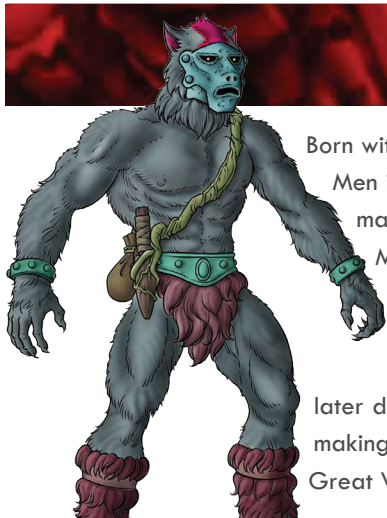
### The Metamorphic Rod of He-Ro



The Staff of Transformation, created by Gray, young apprentice to Eldor, was a magical rod which allowed him to transform into Ro, the Cosmic Warrior he had been before Horde Prime de-aged him and erased his memory. Possessing an interdimensional core of cosmic energy, the staff housed many magical Spellstones collected from across Eternia and many dimensions. These includes the blue\* Spellstone of Strength, to grant brawn and durability; the white Spellstone of Light to illuminate even the deepest darkness; the purple Spellstone of Healing for restorations; the red Spellstone of Defense, by which he could transform his enemies into less dangerous creatures; and the green Spellstone of Protection by which Gray could transform into his ultimate heroic form He-Ro. Much of the staff's magic passed into the Sword of Power after He-Ro's demise, eventually enabling his descendants to transform into He-Man and She-Ra. King Grayskull buried the staff in a hidden crypt where it waited for He-Ro's descendant Dare, guided by He-Ro's spirit, to wield it as a new heroic wizard of Eternia.

\*The purple, red, and green spellstones were all included as surprise variants with the MOTUC He-Ro figure. A blue (strength) and white (light) spellstone were added by bio writers Eric Marshall and Danielle Gelehrter to reflect the powers of He-Man and She-Ra.

For more information on **THE CAT SHIELD**, see pages 116-117 • For More information on the **HORDE ARM BAND**, see pages 18-19 • For more information on the **STAFF OF TRANSFORMATION**, see pages 22-23.

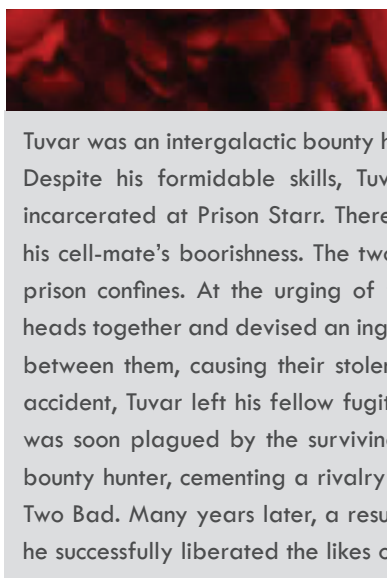


## RED SHADOW

### Heroic Masked Master of the Dark Jungle

Born with an offensive stripe of blood red fur down his back, Dumaskas\* was a shunned prince of the Beast Men in the Vine Jungle of Preternia. Feared as a pariah, he was forced by his brother B'Steel to wear a magic mask that made him into a servant of the Great Black Wizard until the Preternian nature god Moss Man set him free. Unable to remove the mask, Damascus became known as Red Shadow, now able to commune telepathically with the fauna of Preternia. Even alien beasts heard his calls, as he discovered when he saved his loyal friend Hop-Or, a small hopping Shminavit of Tranis, one of many aliens magically stranded on Preternia by the spellcasting of the Great Black Wizard. Red Shadow later defeated B'Steel and taught their innocent younger brother B'Karr how to speak to animals as well, making him into the fabled Beast Lord who united the Beast Men clans as allies of King Grayskull. After the Great Wars, Red Shadow used the magic portals of Castle Grayskull to find peace on other worlds.

\*Dumaskas was an original name inspired by Alexander Dumas, who wrote *The Man in the Iron Mask*.



## TUVAR

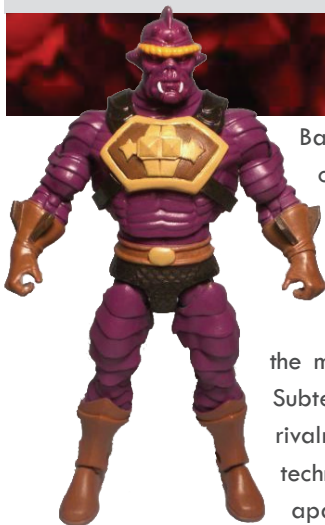
### Evil Intergalactic Bounty Hunter

Tuvar was an intergalactic bounty hunter and thief known for his expertise with high-tech weaponry. Despite his formidable skills, Tuvar was eventually captured by the lawman Rio Blast and incarcerated at Prison Starr. There, he met the brutish gangster Baddrah and instantly disliked his cell-mate's boorishness. The two argued incessantly, but shared a mutual loathing for their prison confines. At the urging of fellow inmate Galen Nycoff, Tuvar and Baddrah put their heads together and devised an ingenious escape strategy. As they fled, however, a brawl erupted between them, causing their stolen space cruiser to crash-land on Eternia. Blaming Baddrah for the accident, Tuvar left his fellow fugitive to die in the flaming wreckage. Tuvar remained on Eternia, but was soon plagued by the surviving Baddrah's attempts to outdo and undermine his reputation as a bounty hunter, cementing a rivalry that persisted even after their transformation into the Evil Warrior Two Bad. Many years later, a resurrected Skeletor ordered Two Bad to return to Prison Starr where he successfully liberated the likes of Clawful, Karg, "Strong Arm," Hoove, and Lizorr, among others.



## BADDRAH

### Evil Mercenary Brute!



Baddrah was a brutal Denebrian enforcer for the galactic mob until a botched smuggling deal gave him a one-way ticket to the Prison Starr. Baddrah blamed technology for his downfall and hated his cellmate, Tuvar, who prized gadgetry instead of sheer muscle.\* Wanting to be rid of their endless fighting, fellow inmate Galen Nycoff suggested they combine Baddrah's muscle with Tuvar's techskills to escape. Despite their initial success with cooperation, their rivalry persisted and soon marooned them on the backward planet Eternia. Initially Baddrah found work as a gladiator in the arena of Lord Choloh, then later joined the mercenary goon squad serving the warlord Prahvus until he saw Tuvar working as a bounty hunter in Subternia and decided he could catch twice as many bounties without relying on Tuvar's machines. Their ensuing rivalry left them merged as the Evil Warrior Two Bad, but Baddrah continued to resent Tuvar's affinity for technology, often breaking his creations out of spite. Modulok later gave them the ability to temporarily split apart again, recruiting them with the dubious promise he'd make the split permanent.

\*Baddrah's characterization as a brute in contrast to Tuvar as a man of technology and gadgets is based on their depictions in the 2002 MYP MOTU cartoon series, specifically the episode "The Monster Within."

**RED SHADOW** was a character first introduced in the MOTUC mini-comics •  
For more information on **TUVAR** and **BADDRAH**, see pages 296-297



## NOCTURNA

### Galactic Martial Arts Hero

Hailing from the Eastern continent of Mida on Primus, Nocturna is among the youngest of the Galactic Guardians. After the death of his parents, he was taken in by high-tech warrior priests at the ancient temple of Saint Bodhan. There, Nocturna learned the secrets of intense concentration and non-lethal martial arts. A quick study with an almost preternatural ability to see in the dark, Nocturna soon became the temple's top student. Given the Laser Bow of his sensei, he was sent to the city of Levitan where he helped those in need. After saving Spinwit and Vizar from an assault by Karatti, the young Nocturna was invited to join the Galactic Guardians, although he earned Karatti's eternal enmity in the process. An agile fighter, Nocturna occasionally showed youthful lapses in judgment. Initially, he felt the Vasionic Shield was strong enough to protect Primus from an invasion by the Space Mutants, and dismissed the idea of finding the legendary He-Man. In time, Nocturna gained wisdom, and along with Vizar, he bravely commanded an Astrosub fleet, saving countless lives during the deadly Battle of Fetra IV.



## SHIELD OF GRAYSKULL

### Mystical Shield of Protection

The Shield of Grayskull is a mysterious relic made by the very magic of Castle Grayskull itself. Emblazoned with the winged skull sigil, the true meaning of which was known only to a secret order of knights called the Guardians of Grayskull, the shield provides absolute magical protection to its wielder. Additionally, it inflicts grievous burns upon any evildoer who dares to touch it. Although the shield has rarely left the confines of Castle Grayskull, historical accounts note that it, along with the dual Swords of Grayskull, was once wielded in defense of Eternos by the heroic brothers Prince Valor and Prince Emil seven hundred years before the birth of Prince Adam and Princess Adora. Armed with the enchanted shield, Valor and Emil defeated the evil demon wizard Angast and restored the Gar warrior woman Illumina, who renounced her villainous past to become their ally and new emissary to the Guardians of Grayskull. Following the defeat of Angast, the royal brothers returned the shield to Castle Grayskull where it remained until it eventually reappeared in the powerful grip of the castle's intimidating golem protector, Castle Grayskullman.



## TAMADGE

### Evil Cyborg Sorceress Dragon

The wingless Tamadge was a sorceress dragon from Darksmoke who wanted to combine the magic of the dragons' Fire Pit with the alien science of the Evil Horde. Banished for treachery, she flew to the planet's core and fought Procrustus to a stand-still in order to steal power from the Starseed. She gained access to the Laser-Light energies and created cybernetic red wings. Terrorizing Eternia with her laser-fire breath, Tamadge fought with the elder wizard Keclar, who destroyed her body and turned her heart into the Gem of Tamadge. Many centuries later, Modulok, in his Ultrabeast form, recreated her with a new heart powered by an enchanted volcanic stone collected from Mount Barathrum. Tamadge's lost spirit was paired with her new body by the witch Sultra, who wanted to use Tamadge to break into the restored Castle Grayskull, but Tamadge proved impossible for both Sultra and Modulok to control. Only Sir Laser-Lot and Plasmar were able to contain Tamadge long enough for Granamyr to trap her in a column of ice stored in the frozen caves near Darksmoke.



**NOCTURNA**, who was introduced as a character in the 1990 *New Adventures of He-Man* cartoon and accompanying toyline, did not receive an updated release in MOTUC • For more information on the **SHIELD OF GRAYSKULL**, see pages 214-215. • **TAMADGE** was first introduced in MOTUC canon; no imagery of the character exists.

## DIABOLICAL SNAKES

### Elite Soldiers of the Snake Men



During the cosmic reign of King Hssss, he selected his elite guards by making them fight each other for the honor. Many years later on Eternia, he arrogantly dismissed these guardians so that he could slay his enemy Zodak in single combat over the great dome of Castle Grayskull, but he underestimated his foe's mystic skills and lost when Zodak beheaded him. Blamed for Hssss's demise, the guards were forced by Snake Men Sorcerer Vypor to drink the Venom of Serpos which killed all but their strongest warriors and mutated those who remained. Even though Vypor used the magic of Viper Tower to restore King Hssss, guard leader Reptilax and the other survivors were exiled until Camo Khan, on a secret mission to steal the Havoc Staff for King Hssss before the Second Ultimate Battleground, enlisted them as his Diabolical Snakes. They later escaped destruction with Fang-Or and Reptilax and pledged their undying loyalty to Lady Slither as her chief enforcers after Camo Khan defected to the Evil Warriors of Skeletor.

## DECEITFUL EVIL-LYN

### Duplicitous Plotter of Secret Schemes

Evil-Lyn gazed up at Snake Mountain. Deep in thought, she recalled her surreptitious journey to the sprawling Sands of Time where she encountered the living Sphinx amidst ruins of long-past ages. She had answered its riddle and learned the exact location of that which she sought. The witch entered Snake Mountain's secret cavern, passing through smooth passages dug by the hapless Mole People of Arundial. Hours later, deep within the bowels of the fortress, Evil-Lyn carefully descended broken steps until she reached a heavy wooden door that bore a wolf's head crest made of iron – the room where the Sphinx told her to look. Slowly, the witch entered. The room, illuminated by a pulsing glow, housed an ornate pedestal upon which rested a luminous stone. A wicked smirk appeared on Evil-Lyn's face... until she heard a familiar voice. "The legendary Ilearth Stone! How thoughtful of you to locate it for me." Evil-Lyn spun around, greeted by the unsettling countenance of Skeletor, her plan ruined. Forcing an icy smile, Evil-Lyn replied, "But of course, Skeletor." She clenched her fists, already thinking about her next scheme.



## ZANTHOR

### Cosmic Master of Illusion



Once a promising young wizard of Eternia, Zanthor learned spellcasting from his uncle Kor\*, the sorcerer of the Darklands, and was a candidate to guard Castle Grayskull itself. Impressed, the Council of the Wise entrusted him with their Golden Disks of Knowledge, but an honored Zanthor was soon tricked by Skeletor into sharing the Disks' contents with him, a betrayal for which the council punished him, as they had the Faceless One, turning him into a wandering phantom. Seeking redemption, Zanthor later distracted Skeletor with his illusions so that He-Man could recover the disks, persuading Zodac, the last corporeal member of the Council, to restore Zanthor's physical form and induct him into the Cosmic Enforcers. Grateful, Zanthor loyally followed Zodac's orders, but when the Supreme Arbitor ordered him to help raise a slain Skeletor from the dead, he began to doubt the Enforcers' vision of a cosmic balance. With his Klybian lizard-lady ally Leviatha, and the Equinosian brute Karsak, he eventually saw the insanity of the Supreme Arbitor and helped Zodac and He-Man defeat him to prevent him from initiating a galactic holocaust.

\*Kor was a character featured in the Filimation MOTU cartoon series, and although he wasn't identified as a relative of Zanthor, the two characters shared the same model sheet. Making them relatives in MOTUC was a nod to their physical resemblance.

For more information on **DECEITFUL EVIL-LYN**, see pages 152-153



## CASTLE BRIGHT MOON

### Majestic Home of Queen Angella



The golden towers of Castle Bright Moon have long been a symbol of hope and prosperity on the planet Etheria, but never more so than during the occupation by the Evil Horde. Built by the first Princess Alliance, the enchanted castle was tied to Etheria's moons, Elidor and the twins Topazia and Emeraldia. While the castle often empowered the royal family of King Micah, his wife Queen Angella of Mizar combined her own magic with that of the castle in order to protect it and Etheria from the Evil Horde's robotic Horde Troopers and devastating Destructo Tanks. Open to all people of Etheria, Castle Bright Moon often shelters children displaced by the Evil Horde's occupation. Located by the Lake of Bright Moon, the castle is surrounded by the magical Whispering Woods, which provides cover and protection from invaders with its giant moving cotton-like tufts and striped, mobile tree stalks. Containing a grand audience chamber, bejeweled throne room, and golden banquet hall, Castle Bright Moon is a place of splendor and peace, a relief from the war and conflict brought by the Evil Horde.

## TRIDENT OF AQUATICA

### Sea Spire of Eternia

In the days of Preternia, the oceans on planet Eternia were ruled by the Undersea King, Marin-Or the Wise, who forged a powerful Trident in his city of Aquatica. Yet, the Age of Sorrow brought gloom to his undersea realm, and Marin-Or's descendants became weak and cowardly. By the time Mer-Man seized the Trident, it had become a symbol of tyranny, one he kept even after he was deposed and forced to serve Skeletor. The Etherian mermaid Mermista unlocked hidden power that Mer-Man's line had forgotten, and with it beheaded him in the Second Ultimate Battleground. Not wanting to keep such a deadly weapon, she entombed it in the Sea of Rakash where it remained until a young grave robber who inherited his cousin Mer-Man's power over aquatic life, stole it and claimed to be Mer-Man II, the proper heir to the throne. A Reawakened Mer-Man fought his cousin for the trident before both were pulled into the Pool of Bakkull, leaving the trident to be picked up by the Aquatican Princess Nami, who ruled more wisely than her predecessors.



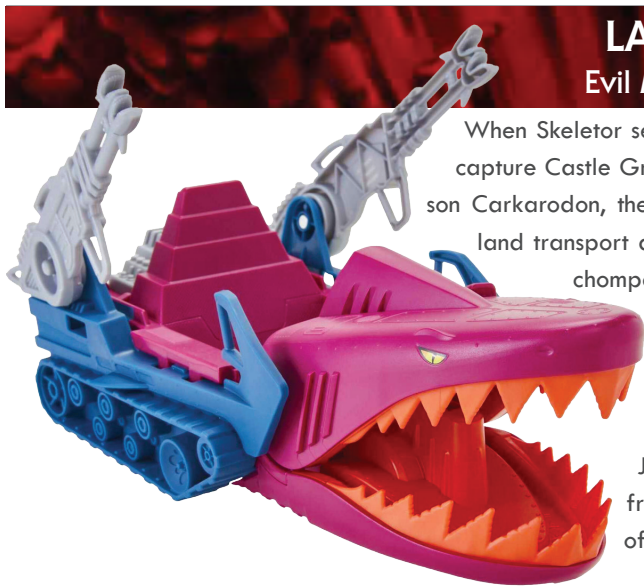
## EVIL WARRIOR OPTIKK

### Mysterious Evolved Mutant



Many years after his unexplained disappearance at the Battle of Fetra IV, the eerie Space Mutant Optikk reemerged in the outer reaches of space, having escaped destruction by way of a Shuttle Pod. Over time, Optikk's large iris gradually changed from green to a strange amber color. With this, his mysterious optical abilities evolved as well, even allowing him to unintentionally glimpse events in parallel bands of time. A master of reconnaissance and former navigator of the Mutant Mothership, Optikk eventually found the path to Eternia, the magical planet Skeletor once described to the Mutants when he was in an uncharacteristically wistful frame of mind. When Optikk finally reached Eternia, he was reunited with several fellow Mutants such as Lizorr, Slush Head, and Hoove, all of whom had been freed during the twin breakouts at Prison Starr, enacted by Two Bad and Blast-Attak as directed by the reawakened Skeletor. Optikk and the remaining Mutants joined once more with Skeletor, becoming members of his Evil Warriors on Eternia. When Skeletor learned of Optikk's newfound ability to glimpse parallel universes, the Lord of Destruction became deeply fascinated, indeed...

For more information on **THE TRIDENT OF AQUATICA**, see pages 14-15 •  
For More information on the **EVIL WARRIOR OPTIKK**, see pages 60-61



## LAND SHARK

### Evil Monster/Vehicle

When Skeletor sent his Evil Warriors in search of weapons to help him defeat He-Man and capture Castle Grayskull, the ocean warlord Mer-Man recovered the robotic husk of a Crimson Carkarodon, the droid shark sentinels of the sunken city of Moraturia. Converted into a land transport assault vehicle by Trap Jaw and dubbed the Land Shark, the Evil Warriors chomped their way through the Eternian landscape, leaving an unparalleled path of destruction in their wake. The Land Shark even critically damaged the Attak Trak, and nearly killed Man-At-Arms and Teela if not for He-Man, who was the only thing to withstand the Land Shark's crushing bite. Later augmented with its own artificial intelligence, and a devoted pilot named Jawsome, a former member of the Fighting Foe Men and a shark-man warrior from Moraturia, the Land Shark remains a powerful transport in the arsenal of Snake Mountain.

## STAFF OF LIGHT

### A Glimmer of Hope in the Dark

The Staff of Light is a magical artifact given to Princess Glimmer by her mother Queen Angella on her sixteenth birthday. Like Glimmer's tiara, it contained one of the magical Bright Moon crystals that had been given to the grandmother of her father King Micah by Light Hope himself. The Staff of Light brought the hope of Bright Moon to even the darkest corners of Etheria, illuminating the way for lost souls fleeing the chains of Hordak and the Evil Horde and even revealing its wickedness to well-intentioned members like Corporal Romeo and Cadets Lonnie, Kyle, and Rogelio, who had been deceived by Hordak's lies and hypnosis spells cast by Shadow Weaver. While the staff's power initially appeared to wane after being kept too long in the dark, Glimmer gradually discovered that its light flowed from her own inner power which no darkness could eclipse fully so long as she believed in herself and the love of her friends. She later magically split the staff in two, giving one half each to her daughter Princess Ember and son Prince Umber.



## ORDER OF DAMON

### Fanatical Cultists of the Wizard Damon



A cult of deluded fanatics, the Order of Damon was devoted to the mad sorcerer Damon, who could channel demonic energies to transform himself into a diabolical creature which he called his "Ascended Form." Craving magical artifacts of all kinds, Damon brainwashed his devotees into believing that he cared for them, always promising that their own "Ascension" was close at hand. During the Great Unrest, Damon engaged in hand-to-hand combat with Prince Keldor, who nearly killed Damon until the mad wizard looked into the Prince's cold eyes and stated that Keldor would soon become the most "Ascended" of them all, upon which Damon laughed and vanished in a sulfurous cloud of yellow smoke. The mage reemerged years later, becoming a thorn in the sides of both He-Man and Skeletor, who finally succeeded in destroying his fellow psychopathic wizard. The Order of Damon remained undeterred after Damon's demise, however, and continued collecting magical artifacts, fervently awaiting the day when Damon would return to give them their "Ascended" forms. They got their wish after the Reawakening, when Damon reappeared and transformed the cultists into his frenzied demon slaves.

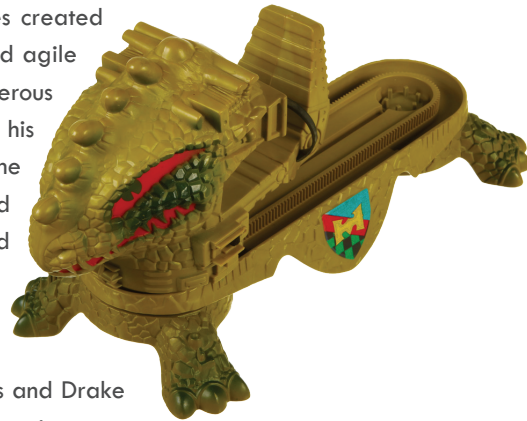
**THE LAND SHARK** was first introduced in the vintage Masters of the Universe toyline, but did not receive an updated toy in MOTUC • For more information on **THE STAFF OF LIGHT**, see pages 298-299 • **DAMON** first appeared in the DC MOTU comics (1982). He did not receive an action figure on MOTUC.



## DRAGON WALKER

### Sidewinding Beast/Vehicle

The behemoth known as the Dragon Walker is based on semi-sentient war machines created by Granamyr to fight the Evil Horde and Snake Men during the Great Wars. Fast and agile despite their size, the Dragon Walkers could cross Preternia in record time, their thunderous sidewinding strides accompanied by the dragonfire of Darksnake. Not wanting his creations to be wasted by human corruption, Granamyr destroyed his fleet after the First Ultimate Battleground, but he spared one belonging to the green draconian hybrid pilot, Drake Gate. Many villains coveted the Dragon Walker, but Drake Gate rejected their offers until the Ice Queen landir magically entombed him and his transport. He was finally freed by Icer and Draego-Man, who intended to add the Dragon Walker to the arsenal of Skeletor, yet He-Man and Man-At-Arms defeated the villains with Drake Gate's help. The Dragon Walker then became a vehicle of the Heroic Warriors and Drake Gate later helped the reformed Fighting Foe Men redeem themselves by defending Eternia.



## WAND OF DREE ELLE

### Magical Trollan Staff



Like all Trollans, Dree Elle is most proficient with hand and gesture magic, rarely requiring the conduit of a wand, but she created her own, adorned with her personal initial, when she came of age before slipping it under her cap for safe keeping. Only required when performing especially powerful and complicated magic, Dree Elle's wand is tied to her own soul source, a pure connection she and all Trollans share with the magical heart of their world. Her wand helped her spirit the Trollans to safety when the Revenge Squad of Lady Slither attacked, and later it enabled her to help her beloved Orko and his Uncle Montork cast a great spell of protection to save Trolla from an evil energy force released by the wicked wizard Azrog. Due to the unfathomable powers released, Dree Elle's wand shattered during the spell, threatening to extinguish her own life, but the spirit of the great healer Zi-Ra, a member of the Overlords of Trolla and patron of all caregivers, appeared and saved her by mending her wand as a reward for her great kindness and noble sacrifice.

## SPYDOR

### Evil Stalker

When the Arachna mothership the Preditaur crash-landed on Preternia, the evil Queen Tyrantula attempted to conquer the planet with her insectoid invaders, none so menacing as the Weblord giants, colossal sentinels on eight legs. Though the army of King Grayskull defeated them, a few of the Weblords survived in Subternia until Webstor lured one to Snake Mountain for his master Skeletor. Using the Mechano-Ray, a diabolical invention of Modulok and Tri-Klops based on the techno-organic virus of the Evil Horde, Skeletor turned the most powerful Weblord into Spydor, his evil robotic stalker and land assault transport. With muscles and mandibles of menacing metal, Spydor gave even the might of He-Man a challenge in battle. Sentient and sinister, Spydor wanted nothing more than to destroy the world that had been built over her dead ancestors' bodies. Although Spydor was loyal to Skeletor, she was abandoned after the Second Ultimate Battleground, and later she served Mosquitor, a free agent after the death of Hordak, and the Crimson Countess, who sought to rule over an undead Eternia, exactly the world Spydor craved.



**THE DRAGON WALKER** and **SPYDOR** were first introduced in the vintage Masters of the Universe toyline, but did not receive update toys in MOTUC • For more information on **THE WAND OF DREE-ELEE**, see pages 516-517



## SLIME PIT

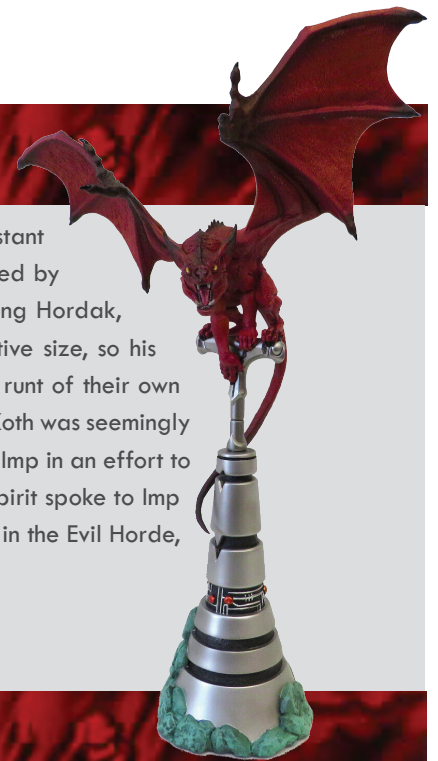
### Evil Pit of Grotesque Ooze

The Slime Pit was an horrific torture device that turned its victims into mindless, monstrous zombies by coating them in the Slime of Evil, a malevolent substance discovered by Slymepig, the Porcinian minion of Hordak. Although the Slime Pit was primitive in appearance, its design combined skeletons from Beast Island with the ensorcelled ooze, giving it the unusual ability to shift between dimensions, which allowed Hordak to temporarily return to Eternia and make zombies of the Heroic Warriors and Evil Warriors alike. The Slime of Evil, left behind by an ancient civilization which had long ago destroyed itself, was no match for the healing powers of She-Ra, but presented a greater challenge for He-Man, who only survived the slime's corruption with the help of the Comet Warriors. Though a restored He-Man reduced the pit to rubble, the Slime of Evil gained semi-consciousness and reformed into He-Man's likeness, a mute monster who rebuilt the pit and stood guard over it as it drifted between dimensions, an omnipresent menace waiting for new victims to wander into its sinister cavity.

## KOTH THE HORROR BAT

### Vicious Pet of Hordak

Koth was one of the Horror Bats indigenous to Horde World, bred to harvest their laser-resistant wings for use as shields in the army of the Evil Horde. Though he was only a runt, Koth survived by being vicious and brutal, killing and eating other Horror Bats that were twice his size. A young Hordak, while touring their slaughter houses on Horde World, praised Koth's zeal despite his diminutive size, so his spiteful brothers Horde Prime and Horde-Or gave him Koth in an attempt to mock him as the runt of their own family. Yet Hordak favored his new pet, whose wings acted as a shield to protect him in battle. Koth was seemingly destroyed when Hordak was sent to Despondos, though in truth he was trapped and hidden by Imp in an effort to replace him as Hordak's most faithful servant. Years after Hordak's body was destroyed, his spirit spoke to Imp through Koth, eventually directing him to build Hordak a new horribly robotic body. Like many in the Evil Horde, Koth yearned to someday destroy Imp and regain his place at Hordak's side.



## WAND OF VIPERIDA

### Skeletal Scepter of Vypor



After Vypor gained the powers of the Viper Tower, he mystically inherited the knowledge of his teacher, the snake wizard Ka, as well as his boundless ambition. Smitten by Ka's other apprentice, the cunning Viperida, Vypor turned on Ka and fused his body to the side of Snake Mountain and stole the last of his magic. Although he thought Viperida wanted him to take Ka's place, her true plan was to kill Vypor and take both his and Ka's combined magic for herself. Outraged, Vypor fought her in a wizard's duel, defeating her when his devoted ally Anacondus trapped her in his constricting coils. Vypor transformed Viperida into the demonic wand he now wields as the sorcerer of the Snake Men, a weapon that adds her magic to his own as well as Ka's. Though Vypor's spells force the Wand of Viperida to obey him, its power sometimes betrays him as the original Viperida attempts to free herself and replace him as the spell-caster of King Hssss and the Snake Men.

**THE SLIME PIT** was first introduced in the vintage Masters of the Universe toyline, but did not receive an updated toy in MOTUC • **KOTH THE HORROR BAT** first appeared in the vintage Masters of the Universe toyline, but was not given a name until MOTUC canon. • **THE WAND OF VIPERIDA** first appeared in MOTUC canon





## SULTRA

### Evil Witch Obsessed with Magic

As a child, the green-skinned witch Sultra studied dark sorcery under the tutelage of the cackling Celestial Witch, who taught her blasphemous names like “Horokoth”, “Sh’Gora”, and “Kraal”. Later, Sultra joined a young Hordak, who appointed her Lead Witch when a contingent of Evil Horde members traveled to Preternia. Fascinated by Hordak’s technomancy, Sultra learned to combine magic and science, forging her high-velocity Doom-Broom. Sultra’s magical interests blossomed into obsession when she acquired the cursed Amulet of Anguish, which drove her to fixate on bizarre formulas that might unlock gateways to the Demon Realms. Hordak blamed Sultra when his attempt to complete the Spell of Separation was thwarted, and imprisoned her in one of the incomprehensible dimensions that had so captivated her. Lost for millennia, Sultra communed with foul and unknowable horrors until she was finally freed by a foolish noblewoman seeking immortality. Deeply twisted by what she witnessed during her exile, Sultra now operates independently on present-day Eternia, hatching her own schemes and harboring a seething hatred for her former Horde allies. A loner, Sultra has nonetheless joined the secret supernatural cabal of Scareglow.

## MOBULOR

### Submerged Spying Familiar of Vypor

Created by Vypor with a spell that he learned from the demonic Snake Lord Ka, the magical creature Mobulor serves as both spy and loyal familiar to the sinister Snake Men wizard. Resembling Earth’s devil rays, but with a bronze sheen to its scales, Mobulor swims the luminescent nighttime waters surrounding Central Tower. By following underground waterways that lead to mystical pools in each of the Three Towers, Mobulor observes all that transpires in and around the eldritch structures. Mobulor receives commands from Vypor and can telepathically communicate with its master by visually transmitting thoughts to him. Noting the creature’s presence, Evil-Lyn remarked on its existence to a group of Evil Warriors. Hearing this, the violent Saw Tooth boasted that he would dive into the great moat of Central Tower and devour Mobulor out of spite, until a Reawakened Mer-Man revealed that he could use his own innate abilities to intercept and access Mobulor’s visual communications with Vypor. In this way, Mer-Man tapped into the aquatic creature’s mind and relayed news about the machinations of the resurgent Snake Men to Skeletor.



## BASHASAURUS

### Heroic Combat Vehicle



The Bashasaurus is a rugged one-person vehicle used by the Heroic Warriors, and one of many ingenious marvels created by Duncan, the Man-At-Arms. Resembling a dinosaur species of Preternia, the red-armored transport was designed for smashing solid objects and enemy vehicles. Its most notable feature is the devastating bashing sphere, a large Photanium ball adorned with blunt spikes and mounted upon a metallic arm which can be brought down with immense, catastrophic force. Later, inspired by the telescoping neck of Mekaneck, Man-At-Arms gave the Bashasaurus’ arm the ability to extend when needed. Additionally, the vehicle’s bashing sphere can act as something of a lightning rod, absorbing and nullifying laser blasts from enemy craft. When

the humanoid-dinosaur mercenary Terrordon was summoned to Eternia by a reawakened Skeletor, the reptilian outlaw was pursued by Tricera, brave defender of the saurian people. Greatly resembling the Bashasaurus itself, Tricera soon found herself operating the vehicle during a frenzied vehicle chase. Joining Shield Maiden Sherrilyn and Dawg-O-Tor, along with Sky High and Drake Gate, Tricera pursued Jawsome, the Land Shark driver, Ditztroyer, master of the Roton, and Terrordon, who operated the Terrordactyl.

**SULTRA** was first introduced in MOTUC canon; her name was a working name for Evil-Lyn and her design (as a green-skinned witch) was based on an unreleased concept character in the vintage toyline • The design of **MOBULOR** is based on an accessory included in the 1983 Masters of the Universe toyline’s Eternia playset. The creature was not given a name until MOTUC canon • **BASHASAURUS** was first introduced in the vintage Masters of the Universe toyline



## NINJA WARLORD

### Evil Possessed Warrior Assassin

When ambitious warlord Commodo Long failed to conquer the world of Bashido, he conjured the demon Narakas Oni to give him supernatural powers. Tricked by his cunning henchwoman the Draegon Lady, Commodo was bound body and soul to the demon, erasing both their identities to make them into Ninjor, a lethal assassin forced to serve whoever conjured him. The heroic Slamurai defeated his army of Terror-Cotta warriors and slew the Draegon Lady before Skeletor summoned Ninjor to Eternia in a Spell of Light, but the assassin would remember his defeat and take revenge on Slamurai by using a severed serpent from the head of Snake Face to turn Slamurai's wife Ageisha to stone. Slamurai later thwarted Ninjor's assassination attempt at the coronation of King He-Man, and the two remained bitter rivals in the heroic Eternian's new reign.

## GALACTIC CITY

### Headquarters of the Galactic Guardians

Located on the otherwise barren moon of Enos, Galactic City was once the capital city of the planet Primus. Following the Chemical Wars, Primus moved the capital from its moon to the hidden underground metropolis of Onnor, but Galactic City remained a crossroads for alien diplomats and travellers, and it served as the meeting place of the Galactic Council's representatives in the Tri-Solar System. After Skeletor took control of the Space Mutants, the Council offered to host peace talks between Denebria and Primus. Considered neutral territory since it was outside of Primus' protective force field, Galactic City became the site of the negotiations until Skeletor smuggled troopers inside its titanium walls. The city also possesses a labyrinthine network of underground mining tunnels where overlooked Galactic Guardians Kayo and Vizor took refuge and helped save Galactic City by signalling the Starship Eternia for help.

For more information on **NINJA WARLORD**, see pages 358-359 •

**GALACTIC CITY**, capital city of the planet Primus and meeting place of the Galactic Council, first appeared in the 1984 UK World MOTU Annuals